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ABSTRACT

This guide is designed to help teachers and parents evaluate and choose computer software for young children in their classrooms or homes. Chapter one of the guide contains software purchasing tips and criteria, along with descriptions of programs receiving the High/Scope Early Childhood Software Award of Excellence. Chapter two contains a guide to interpreting the software descriptions and ratings that are presented in chapter three, a summary of software information, and a listing of software titles. Chapter three provides an alphabetical listing of 515 programs. Each entry in the list contains the program's name, producer, price, suggested age range for users, computer compatibility, a short description, and a sample graphics interface. Each entry is also rated on user friendliness, educational value, instructional design, and overall quality. Chapter four describes the evaluation process used to rate the programs. Six appendixes provide lists of: (1) early childhood software producers; (2) other useful sources of information; (3) software by topic; (4) software by computer brand; (5) software no longer available; and (6) a glossary of terms. (MDM)

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High/Scope Buyer's Guide to Children's Software 1993

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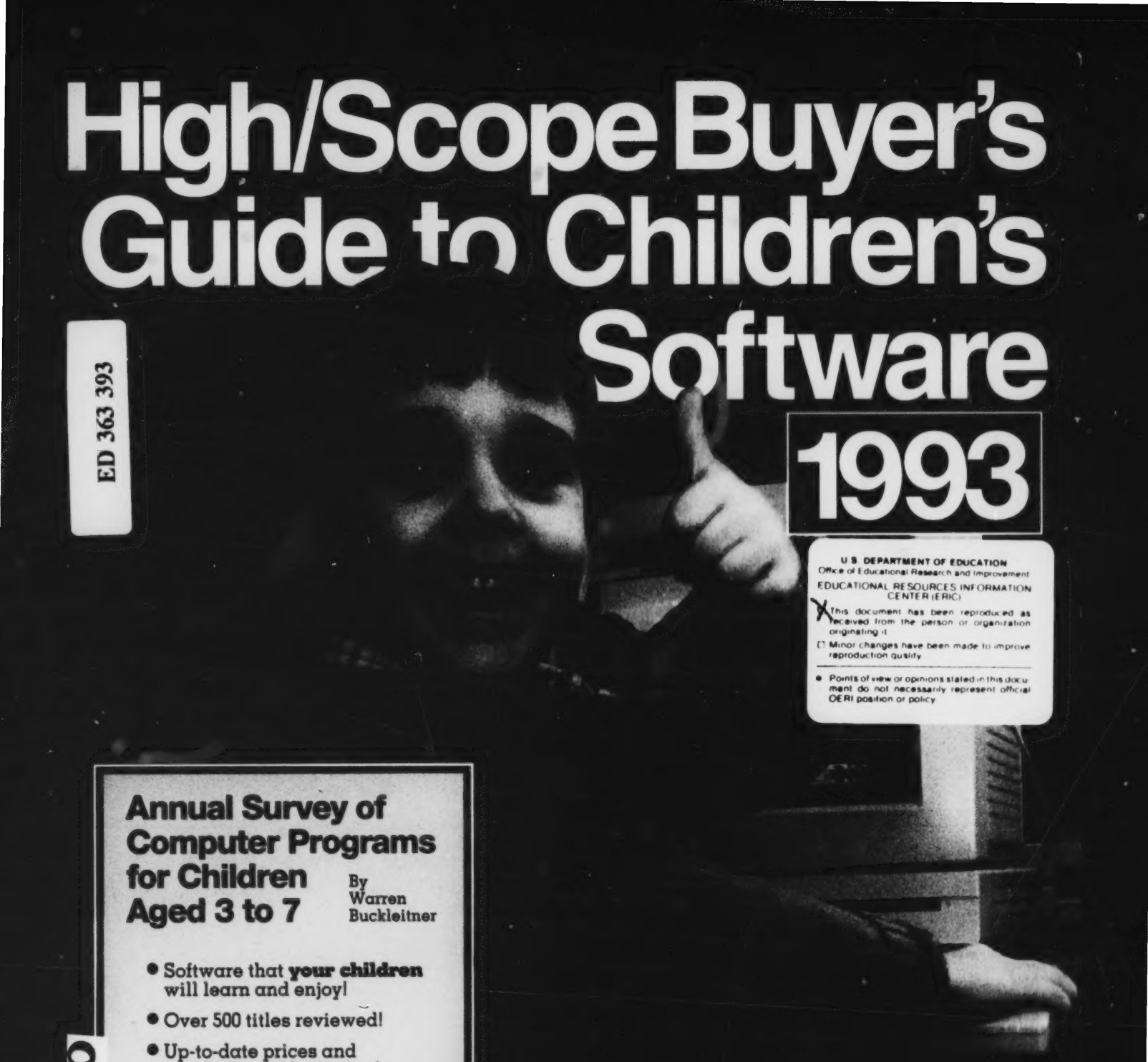

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Walt Disney Software, Inc.: The Sound Source

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INTRODUCTION

Welcome to the *High/Scope Buyer's Guide to Children's Software 1993: The Annual Survey of Computer Programs for Children Aged 3 to 7.* Now in its ninth year of publication, this buyer's guide to children's software is specially designed to save you time and money as you make decisions about purchasing software for young children. This year's edition has been updated and expanded, offering reviews of 515 titles currently on the market, including 49 brand-new reviews and over 150 changes to last year's database.

What's New?

New award-winning titles. This year's *Buyer's Guide* includes more highly rated software than ever before, due largely to improvements in computer technology. This year there are five brand-new award-winning titles that make full use of the latest computer features: *Just Grandma and Me* by Broderbund Software, *Kid Desk* by Edmark Corporation, *KidPix* by Broderbund Software (repeating from last year), *Kid Works 2* by Davidson and Associates, Inc., *Millie's Math House* by Edmark Corporation, and *Reader Rabbit's Ready for Letters* by The Learning Company. See page 9 for full-length reviews of each award-winning title.

Software no longer available. Thirty-five titles from last year have been discontinued. If you're having trouble finding a particular title, you may want to check Appendix 5 (page 273).

The mouse rules! More programs (115) for children use mouse input than any other peripheral, second only to the keyboard. See "A Summary of the Software" (page 29) for other interesting facts about the 515 early childhood programs in this *Buyer's Guide.*

CD-ROM enters the picture. We've discovered several exciting CD-ROM programs for this year. See page 10 for a discussion of the likely impact of the CD-ROM on children's software.

More IBM and Macintosh software. This year's *Buyer's Guide* lists a total of 234 titles for MS-DOS machines (up from 202 from last year) and 68 for the Macintosh (up from 56 from last year). There has been little or no new software developed for other computers, such as the older Apple II. See Appendix 4: Software Listing by Computer Brand (page 261) for a listing of software for your computer.

Less software producers. This year there are 83 companies hard at work producing children's software. That's down from 92 from last year. See Appendix 1 (page 221) for a listing of these companies, complete with their latest addresses, phone numbers, and a listing of titles found in this *Buyer's Guide.*

Sources for more information. There are several places you can turn for information on using computers with young children. Check Appendix 2: Other Useful Sources of Information (page 229).

Why Does High/Scope Review Computer Software?

The High/Scope Educational Research Foundation has been studying and supporting the development of young children since 1962. The Foundation first began exploring using computers with young children in the late 1970s, and, ever since then, we have been carefully integrating computer technology into the early childhood curriculum at our demonstration school in Ypsilanti, Michigan. Today, visitors can see young children at our school using computers as routinely as they use blocks and art materials. We've learned that the success of using computers with young children is directly linked to software quality. By publishing these software reviews, we can share our experience with others.

High/Scope, a nonprofit organization, receives no fees or monetary consideration from either publishers or distributors for reviewing their software.

1

FINDING THE BEST SOFTWARE

This chapter contains (1) software purchasing tips, including quality criteria for choosing good software to use at home or school with young children, and (2) discussions of the programs receiving the 1993 High/Scope Early Childhood Software Award of Excellence.

SOFTWARE PURCHASING TIPS

It's happened to thousands of us—well-intentioned teachers, parents, or grandparents who want to use our computers with young children. We eagerly open a colorful box containing a software program that promises "unlimited fun and learning" as an eager child waits. But when we insert the program disk into the computer an "INSUFFICIENT MEMORY ERROR" message flashes on the screen.

Matching Software to Your Computer

Unfortunately, purchasing software is not a simple task. There are countless variations of computer hardware,-and the software has to match it to work. If it's any comfort, software vendors are also frustrated! Sally Carr Hannafin of Weekly Reader Software (the *Stickybear* folks) once made an entire Halloween costume out of the thousands of special hardware stickers she's required to put on various program boxes.

Here are some tips to help you avoid problems when buying software.

1. **Identify your computer's hardware components before you buy any software.** This is especially important if you have a pre-1989 IBM or compatible. If you are a computer novice, find a knowledgeable friend or consult your computer dealer. One teacher kept the advertisement for his computer to use as easy reference. (Hardware requirements for specific programs are included in the software descriptions sections in Chapter 3.) In general, before you purchase a software program, learn these things about your computer's capabilities.
   - *Amount of RAM (random access memory).* Programs vary in the amount of RAM required to run them.
   - *Type of graphics display* (especially important for IBM or compatibles). Early childhood software depends on crisp, colorful graphics. An increasing number of programs require specialized hardware to provide special graphics.
   - *Type of printer* you have (if any).

- *Type of speech- or sound-enhancement hardware* you have (if any). Many programs depend on a separate speech synthesizer to produce special speech or sound effects.
- *Version of DOS or operating system* you use. Some programs require special versions.
- *Size of hard disk drive* (if any) and amount of space available. Not only do more software programs require a hard disk, but some programs also use up to 3 megabytes of space because of digitized sound effects and detailed graphics.
- *Type of input device in addition to the keyboard.* Do you have a mouse or any other kind of auxiliary input device? A mouse is becoming a common option in early childhood software and is required in some programs.
- *Type of disk drives on your computer.* Software is delivered on disks that your computer must be able to read, so it is important to have a perfect match. There are two sizes—the older 5.25-inch "floppy" drives, and the newer 3.5-inch higher capacity drives (the Macintosh standard). Most newer IBM or compatible computer systems are equipped with both.

2. **Once you have a title in mind, make sure it will work with your computer.** There are generally two ways to do this:
   - Study the box or advertisement. Software vendors commonly list hardware requirements on the package.
   - Contact the software producer directly to describe your computer configuration and insure a match. For a listing of producers, see Appendix 1.

Getting the Best Price

If you think software seems a little expensive, you're right. The average "suggested retail price" of single-title packages in this guide is $44.27. However, here are some ways to get the best price possible:

1. **Use software mail-order companies.** You'll save the cost of state and local taxes, and these prices are often the best because mail-order companies purchase in volume. Advertisements for larger mail-order companies are usually found in popular computer magazines.
2. **Investigate ShareWare.** ShareWare is a software distribution method that allows anyone to copy the program disks and pass them on to others. The original author benefits through "registration fees" collected for either updates or documentation. There are several commercial sources of ShareWare that carry early childhood titles we've reviewed for $3 to $5.

3. **Check software specialty stores.** Software specialty stores are becoming more common. Because they also buy in bulk from software producers, these specialty stores often have low prices. See listings in Appendix 2.
4. **Investigate libraries.** Some college or university libraries have software preview centers; also, contact your public library to see if it has such a center.
5. **Share with a friend!** It is perfectly legal to swap titles with others—just don't make copies (that's not legal). Organizations for computer-users provide an excellent source for sharing software.
6. **Don't buy more than you need.** If you're a teacher, you don't neces-- sarily have to buy a "school edition." Some vendors charge schools more for software titles so they can provide backup disks and lesson ideas. If you're interested in the software only, ask for the lower-priced "consumer" version.

Keep in mind that owning a few good titles is far wiser than owning many mediocre ones. Like a favorite toy, a well-designed program will be used over and over by young children.

Quality Criteria

In Chapter 4, you can read about the detailed software evaluation instrument that we used in rating the 515 software programs described in this year's *Buyer's Guide*. However, a much handier reference for your own use in judging software is the following "quality checklist," which we distilled from our detailed evaluation instrument. You should look for software with these characteristics:

Easy to use The program should start as soon as the computer is turned on, or the program should begin with a simple picture menu. Program formats should use a mouse or else only a few keys (if the child must use the keyboard). Instructions should be clear.

Interactive The best programs are the ones that require frequent reactions, decisions, or creative input from the child. The computer's response to the child's input should not involve delays.

Childproof The designers of good software know that children will experiment with all the keys. Good programs can handle busy fingers and an occasional elbow without "locking up."

Designed with features for teachers and parents Look for special menus adults can use to control the sound, add new challenges, or review what a child has done while using the program. Well-designed programs not only have such options but also have clearly written instructions describing the options.

Strong in content If you can't put your finger on the content, it's probably weak. Worthwhile programs give the impression that they're about something: language, patterns, classification, numbers. Programs that offer a range of topics or challenges within a topic are preferable over those with a limited scope.

Child-controlled A program should not leave the child feeling trapped in an activity: It should be easy to pause, finish up quickly, go on to another activity, or stop altogether (for example, by using the ESCAPE key). "Child-controlled" software also gives a child many appropriate choices.

Designed to aid learning Clear pictures and interesting sounds related to the learning activity—not just displays of color and fanfares of sound—are signs of good design for learning. Programs that offer novel challenges each time they are used and that provide instant feedback on a child's responses are superior. Automatic adjustment—moving up or down in degree of challenge—in response to the child's performance is another design feature that aids learning.

Worth the price The price of the program must be weighed against what you get for your money. Check whether the price is above or below the average price of software, how many activities you get for your money, and what the program "package" includes. Consider also the longevity of a program—how long it might hold a child's interest or how much classroom use it will get—to decide if a program is worth its price.

If a program has most of the qualities we've just listed, there's a good chance children will both benefit from and enjoy using it. Though a checklist can help to identify good software, there is no substitute for actual testing by young children. The programs we describe next are ones that will survive both the checklist and child testing.

1993 AWARD-WINNERS

Of the 515 programs evaluated in the *Buyer's Guide*, we have selected 6 to receive High/Scope's "Best Early Childhood Software" award for 1993. The following programs are award-winners because they meet most of the criteria on our checklist and because we have observed children in the three- to seven-year age-range enjoying and benefiting from each of them.

High/Scope's 1993 Award-Winners

Just Grandma and Me by Broderbund Software
Kid Desk by Edmark Corporation
Kid Works 2 by Davidson and Associates, Inc.
KidPix by Broderbund Software
Millie's Math House by Edmark Corporation
Reader Rabbit's Ready for Letters by The Learning Company

High/Scope Award-Winners in Previous Years

Color Me by Mindscape, Inc. (1988, 1990)
Color 'n' Canvas by Wings for Learning (1991)
Counting Critters by MECC (1990)
Explore-a-Story by D.C. Heath (1988)
Exploring Measurement, Time, & Money by IBM Educational Systems (1990)
KidPix by Broderbund Software (1992)
KidsTime by Great Wave Software (1990, 1991)
Kids Works by Davidson and Associates (1992)
Mask Parade by Springboard (1988)
Math and Me by Davidson and Associates, Inc. (1988)
Muppets on Stage by Sunburst Communications, Inc. (1988)
Observation and Classification by Hartley Courseware, Inc. (1988)
Picture Chompers by MECC (1991)
The Playroom by Broderbund Software (1990, 1991, 1992)
Stone Soup by William K. Bradford Publishing (1990, 1991)
Ted Bear Games by Baudville (1991)
The Treehouse by Broderbund Software (1992)

Just Grandma and Me

Just Grandma and Me is a 12-page computerized storybook written and illustrated by children's author Mercer Meyer. It features "Critter," a young boy who spends the day at the beach with his grandma. Turning the pages is accomplished by clicking on the corner of each page. We found both the story and the illustrations to be of interest to both adults and children.

A sample screen from *Grandma and Me*

The first page of the book shows Critter walking with his grandma to wait for a beach-bound bus, with a crisp Latin accompaniment in the background. The sentence "We went to the beach, just grandma and me" is read in a clear voice as each word is highlighted. At this point, the child is free to explore the illustra-

The Hardware Leads the Software: CD-ROM

Just Grandma and Me is the first of an exciting new type of early childhood software: programs delivered on a CD-ROM (Compact Disk—Read Only Memory). A typical CD-ROM is the same size as a conventional audio CD you might use with your stereo, but contains digitized speech, music, and a computer code instead of music. In terms of memory, a CD-ROM can hold a tremendous amount of computer code. *Just Grandma and Me* is the largest yet reviewed, with a total of 171MB. Compare this with 4.3MB for a relatively large program such as *Millie's Math House*. What takes up all this memory? Mostly digitized music, speech, and animated artwork. Conventional 3.5-inch disk programs for the color Macintosh or IBM compatibles take between 1MB and 6MB. The CD-ROM accommodates programs up to 550MB, so there's lots of space left on the *Just Grandma and Me* disk for several more volumes. Broderbund Software even included some ads for upcoming products. Just what does this kind of storage space mean? CD-ROM software of the future will incorporate more digitized speech, clear music and sound effects, and more realistic graphics. Software developers will be more free in putting their dreams into reality with this amount of expansion potential.

CD-ROM players range in price from $200 to $600 and in capacity—make sure you get one that is both compatible with your computer and fast enough (measured by its access time). For both Macintosh and IBM computers, the CD-ROM players plug into the back of the computer and act as another disk drive. Special software, which comes with the unit when it is purchased, must be installed to control the CD-ROM drive. Several large companies are in the production stage of children's CD-ROM software as of this printing. Look for some exciting new software as creative developers find ways to fill all this memory.

tions or flip to the next page. On each page children can explore up to 20 different items simply by finding them with the mouse pointer and clicking the button. Click on Critter and he asks his grandma, "How much longer do we have to wait for the bus?" Birds do diving routines and branches rustle—there are many options for a child to select on each page.

Later in the story, for example, Critter is shown out in the water with Grandma; selecting a mouse in a boat shows a water-skiing routine. All of the characters on the beach either say a short phrase or act out a skit. Some of the skits vary randomly.

A brief management options screen provides access to three languages—Japanese, Spanish, and English—for the print and spoken language, although there are no printing or other control mechanisms of note.

Just Grandma and Me capitalizes on the explorative nature inherent in both children and adults—with enough things hidden so that children go through the program repeatedly to view the various features over and over again. Just as they successfully did with *The Playroom*, the software engineers at Broderbund have again ushered in a new generation of children's software.

Kid Desk

A sample *Kid Desk* screen (Mac)

Beth, a preschool teacher, begins what promises to be another very busy day. With two birthdays, a small-group activity to prepare, and a visiting parent, she hardly has time to load software in the computer area. Before she added *Kid Desk* to her computers, she would typically spend an extra 10 minutes preparing the computers before the children came in each morning. Not only that, she had to watch children as they used the computers to make sure they didn't accidentally exit from the program and get to an unfriendly desktop or DOS prompt.

Today, though, she simply goes over, reaches under the table, and turns on a power strip that controls the entire computer area. The computers start automatically, showing a customized icon for each child—each representing a set of specially selected software. *Kid Desk* is at work.

Kid Desk is a utility program that hides all of the "unfriendly" things that a child can unintentionally get into, such as accidentally erasing files or getting into a word processor meant for the teacher. In addition, it personalizes the computer for each child—a nice touch for any child. With the invention of the hard disk came the problem of managing the range of programs that can be stored on them. Although DOS shell programs such as Microsoft's *Windows* have been

developed, they are far too difficult for children's independent use. *Kid Desk* is the first well-designed file-management program that combines ease of use with a variety of other fun options. It was easy to install on both our IBM and Macintosh computers, and it has made the computer much easier to manage.

A Child's View of *Kid Desk*

When a child comes to the computer, she or he first selects a personalized icon or digitized photograph (if a scanner is available) and may hear a short, previously recorded message from the teacher, e.g., "Have fun at the computer today." (A school version of *Kid Desk* is available that allows for the selection of different classrooms of children—a useful feature for a morning and afternoon kindergarten class.)

The next screen shows the child's own desktop, complete with a nameplate telephone, calculator, and lamp, all waiting to be explored. In addition, the child's name and unique icon is displayed on a nameplate. Most prominent on the desk, however, are one or more symbols representing each program available for the child (the teacher has preselected these). Selecting a program symbol or icon with the mouse starts the program. When the user exits the program, it returns automatically to the child's desktop.

Kid Desk has six different desk styles that a child can select, each with nine fun accessories that can be turned off or modified in the management section of the program. These accessories include the following:

- **Nameplate** — Identifies the owner of the desk and displays either the first name only or the first and last names. Clicking on the nameplate switches between the first and last names.
- **Picture frame** — Displays a personal icon or digitized picture (if you have a scanner available) for the child. You can choose one of 50 existing icons or create one from scratch using a picture editor. Clicking on the picture frame will play a welcome message if one has been prerecorded.
- **Lamp** — Click on the lamp to "darken" the desk. Another click lightens the desktop again. Children love turning the light on and off.
- **Pencils and pens** — Clicking on the pencils and pens allows a child to select one of the six customized desktops. Although the look is different, e.g., the icons may be in different positions, their function remains the same.
- **Clock** — Each desk contains an analog (traditional) clock with hour, minute, and second hands to show the current time (taken from the computer's internal clock). Click on the clock to see a large digital clock and hear the time spoken.
- **Calculator** — Clicking the calculator icon shows a large, on-screen calculator. A child can click on the number buttons or press the keys on the keyboard to enter answers.
- **Recorder** — Allows you or your child to record a message (if the computer is equipped with a microphone and sound card). Anything can be

recorded and saved (up to 5 seconds of sound).

- **Phone** — Click on the phone to hear the last message made with the recorder. If no message has been recorded, telephone sounds will be heard or a variety of greetings can be selected in the management option.
- **Calendar** — A small desk calendar always shows the current date. Click the calendar to see the monthly calendar and day box. The calendar includes 24 reminder stickers that can be "pasted" on a specific day, along with a note typed on the keyboard. The calendar can be printed.

As you can see, *Kid Desk* offers a variety of options for children. But these are all secondary to the most important function of this type of software: the ability for a teacher or parent to control options and individualize computer activities. These features are now briefly described.

Management Section

Accessing the section reserved for adults requires pressing three keys at the same time (the option, command, and "A" keys). If that's not enough security, an extra password can be added. This leads to a straightforward management section that our teachers found easy to figure out with a minimum of tinkering, allowing for control over which activities a child will be able to use, which options are activated on a particular child's desk, and which features are recorded and printed. The "Add Kid" option allows for the selection of a customized menu, startup icon, and welcome message (recorded on the microphone and played as soon as a child clicks on his or her icon). By using these icons, a teacher can easily create groups of programs around a content area, e.g., all the math or language programs. An "automatic progression" option (scanning) highlights various options. *Kid Desk* offers a good deal of flexibility in its presentation. The only addition we would recommend is an option that keeps track of children's activities—it might be interesting to see how many times a child accessed a certain program and for how long, for example.

Hardware Notes

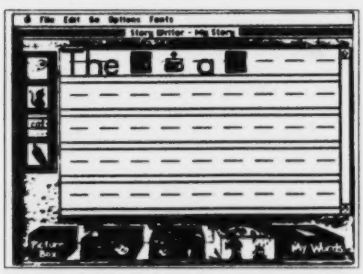
Macintosh: *Kid Desk* requires a Macintosh Plus or more recent model that includes system 6.7 or later releases. Up to 4MB may be required (using the color version with system 7). A microphone is recommended, as well as a printer. *Kid Desk* is also compatible with the TouchWindow—also produced by Edmark. **IBM:** The IBM version runs on any IBM or compatible computer equipped with a hard disk drive, 640K of RAM, and VGA graphics.

Conclusion

Kid Desk is a welcome addition to any computer with a hard disk. An interesting side note: Using *Kid Desk,* our teachers found the computer easier to use and less threatening to get started on than when starting with the traditional desktop or DOS prompt. *Kid Desk* greatly expands the utility of the computer, unlocking the potential of the hard disk. Another similar program worthy of mention is *EZplay* by JumpStart Software (see review on p. 80).

Kid Works 2

Kid Works 2 is a smoother, slightly faster version of last year's awarding-winning program *Kid Works*. Designed for the color Macintosh computer, this version of *Kid Works* takes advantage of certain Macintosh features. Like the previous version, it consists of a word processor, story illustrator, story player, and icon maker—all integrated into one program. A clearly designed picture menu presents four different activities, each of which offers children a range of creative options for writing and illustrating stories. Once an activity is selected, children can use pull-down picture menus to make choices. We found that older children (ages 4 and up) could learn to use the pull-down menus with no problem after a short introduction and that children younger than 4 need help but can still use the pull-down menus in varying degrees.



***Kid Works 2* menu (Mac)**

In "Story Writer," a child sees a traditional writing pad waiting to be filled with text. Like the earlier version of *Kid Works*, two font sizes are available and any text that is typed will be read by the computer if it is highlighted and if a voice icon is selected from one of the pull-down menus. The "Story Writer" word processor has all the basics: word wrap, different fonts and sizes of print, responsive keyboard action, insert or typeover modes, cut-and-paste options, and the ability to easily clear the screen (just click on the dust-buster icon) or print or save work.

One of the unique things about the word processor is the ease with which icons or half-page illustrations can be inserted in the screen text. The icon selections consist of four boxes of 250 color icons, or picture stamps. One box contains icons representing people; one, actions; one, locations; and one, customized icons made with a powerful "Icon Maker" option. Each customized icon can be linked with a word, which is pronounced as the story is read. This makes it easy for a teacher or parent to integrate meaningful items, such as favorite toys, into the program. The point-and-click mouse interface makes it easy for children to find pictures and integrate them into the text. As noted, speech is used throughout the program. In addition to the talking "help" menus, speech can be set so that the computer reads aloud each word, icon, or sentence as it is entered. At any time, if the user selects a mouth-shaped icon, a word or sentence can be highlighted and read. The speech quality is generally of better quality than the previous version, but still could be improved.

A finished or emerging story can be illustrated with the "Story Illustrator," a full-featured drawing program that is easy enough for preschoolers to use and enables children to create detailed story illustrations. Basic features include 64 colors, a drawing crayon, and buttons for drawing straight lines, undoing, erasing, filling, making circles and squares, and spray painting. In addition, text can be incorporated into the pictures, and a variety of black-and-white picture

stamps are available to add to the picture. A library contains 12 background scenes, and it is possible to import pictures from other drawing programs such as *KidPix*. When the picture is finished, it can be printed, saved, or incorporated into a story in the form of a miniaturized illustration (similar to a slide), which can be moved around for use in the "Story Player."

The "Story Player" handles the performance function of the story. It divides the screen into two halves—the top for illustrations and the bottom for text. Clicking on the "play" button on a tape player causes the story to be read by the computer, showing the illustrations on the top half of the screen at the points where they should be inserted in the story text. Stories and illustrations can also be printed on paper at this time. The "Story Player" promotes a sense of personal accomplishment, offering children the opportunity to see their work "brought to life."

To run *Kid Works 2*, you will need a Macintosh Classic or higher machine with 2MB of memory and a hard disk drive. System 7 requires 4MB of memory.

One of the signs of a good software company is that it continues to refine its products, and this is evident in *Kid Works 2*, which is a smoother, more enjoyable version of the original successful program. It is an ideal program for children who are beginning to write —most likely kindergartners and first graders. Older children will take advantage of the integrated features, and we observed young children who liked to use one component independently, such as the story illustrator.

KidPix

Produced in 1991, *KidPix* by Broderbund is a slightly wacky drawing program you simply must try. While it is easy enough for three-year-olds to operate, it seems to enthrall adults as well. *KidPix* successfully turns your computer into a (self-cleaning) art corner, complete with unlimited supplies of paper, glitter, rubber stamps, patterned paint rollers, confetti, paint—even melting ice cream cones.

Originally designed by a father for his three-year-old son, this program captures the spirit of a curious child. The *KidPix* drawing screen appears immediately when the program is started. The drawing area resembles a blank sheet of paper, bordered above by 3 pull-down menus; on the left, by 12 drawing tools; and below, by a tool-options menu bar. You draw by selecting a tool and then holding the mouse button and moving the mouse. As with other good children's drawing programs, such as *Color Me* or *Color 'n' Canvas*, nothing is hidden from view. When the drawing is printed, everything seen in the drawing area appears in the same size on the printed paper.

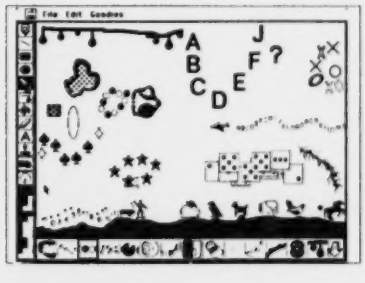
Those who've tinkered a bit with *MacPaint* or *Color Me* are familiar with drawing program "basics": lines, shapes, a paintbrush with a variety of tip sizes, spray paint, cut-and-paste tools, fill tools, erasers, different shapes, and a palette of basic colors. *KidPix* has these and more, which is what makes it stand out from earlier drawing programs. Consider these features:

- *Colored stamps* (112) so children can easily add a herd of dinosaurs to

a picture and can edit or create their own stamps.

- *A range of exciting sound effects*, i.e., the noise of an explosion when erasing a screen, the noise of a diesel truck when cutting and pasting, or the sound of gurgling paint when filling in an area. (Don't worry teachers—these sounds can be turned off, too.)
- *An electric mixer* that allows children to miniaturize, scramble, animate, or slice up their pictures to the beat of African drums.
- *A "Wacky Brush"* that enables children to draw with dribbling ice cream, branching lines, linked pretzel shapes, dripping slime, squiggles, symmetrical forms, number lines (can be used to make and print dot-to-dot puzzles), and letter strings that can be customized to include any text (ideal for a child's name).
- *A random paint mixer* that cycles through the color palette as the brush is moved across the drawing screen, creating colorful blends and patterns.
- A "*small kids' mode*" that allows an adult to eliminate the pull-down menu bar so there's less chance of a small child opening a menu and choosing an item accidentally.

The only drawback we've seen with *KidPix* is that there are so many powerful choices children can quickly clutter the screen before they fully understand all the possibilities. Some adult support during the initial introduction is helpful. We would also like *KidPix* to have a better text-generation capacity. While a set of capital-letter stamps is available, the time-consuming process of choosing each letter made it difficult for children to add much text to their pictures. In this, *KidPix* passes up an opportunity to provide language experiences appropriate for young children. A drawing program that does have this feature is *Easy Color Paint* by MECC (reviewed in Chapter 3).



A sample screen from *KidPix* (Mac)

The IBM and Macintosh versions of *KidPix* have only minor differences in design and performance. The IBM version has a Spanish-language option and a music library of six sound effects, and works with the "Sound Blaster," PS/1 Audio Card, Tandy Digital Sound, and Disney Sound Source for quality sound. The Macintosh version makes use of the Macintosh's built-in sound capacities, offering twice as many colors on its palette and having the ability to record sounds. It should also be noted that the IBM version requires a hard disk drive (also recommended for the Macintosh), a mouse, VGA, MCGA, EGA, or Tandy graphics. Another good drawing program for the Macintosh is *Easy Color Paint* by MECC, which puts more emphasis on artistic features but is more complicated. For the IIGS, we suggest *Color 'n' Canvas* by Wings for Learning. For the older Apple IIs with a mouse, the best drawing program is *Color Me* by Mindscape.

Because there are multiple ways to succeed at any time and it is easy to "undo" any action, a child feels in control and competent. *KidPix* meets all our criteria for age-appropriate childhood software.

Millie's Math House

What's currently the most frequently used program in the High/Scope preschool? *Millie's Math House.* This program has replaced *The Playroom* as the children's all-time favorite. Like *The Playroom*, *Millie's Math House* consists of six well-designed math activities that combine music, speech, and sound effects with clear graphics and appropriate learning content. The activities are accessed from a central "Math House," with each room in the house representing an activity. A "Millie" icon is located in the corner of each activity screen to make it easy for children to return to the main menu at any point. In addition, five of the six activities have two modes of play: an *explore-and-discover* mode, which allows children to experiment with a concept or activity at their own pace, and a *question-and-answer* mode, which asks the child specific questions and provides supportive feedback. This combination of elements, particularly the easy-to-use interface and adult management options, makes *Millie's Math House* the highest rated program. Following is a description of each of Millie's six activities.

"Little, Middle, and Big!" allows a child to explore freely by matching shoes (shown in three sizes) to three different-sized people. If the shoes match, the child may hear "These shoes fit just right!" Children have just as much fun experimenting with fitting wrong-sized shoes. If a more structured activity is desired, a question-and-answer mode can be activated by selecting a spider icon that asks the child to find the correct shoes to match one of the figures, e.g., "I'm little; I need shoes." Further challenge can be added by selecting a sleeping cat that rearranges the shoe shelf. The activity is effective in stimulating lively conversation about the size and dimensions of objects.

"Build-A-Bug" is an open-ended activity that allows a child to experiment with the numbers 0 through 10 in an enjoyable way. After selecting a head for the bug, a child can add up to 10 spots, eyes, legs, tails, ears, or antennae. As each item is added, it is labeled, helping children make numeral/object associations. For example, if a child adds an eye, the computer will say "eye." If the number 5 is then selected, five eyes will appear on the bug, and the computer voice will say "five eyes." This activity only works in the explore-and-discover mode. At the bottom of the screen are icons that can be selected to print the bug, record a custom sound for the bug, or access the adult menu. "Build-A-Bug" is another of the children's favorite activities.

"Bing and Boing" is a patterning activity that helps children make associations, both visual and auditory, in patterned sequences. There are eight possible pattern elements (four animals and four shapes), and each animal has its own sound. A child can first experiment with a pattern by placing three items on a line. A jumping figure then replicates the pattern and plays the sounds associated with each, e.g., quack, quack, oink; quack, quack, oink. The question-and-

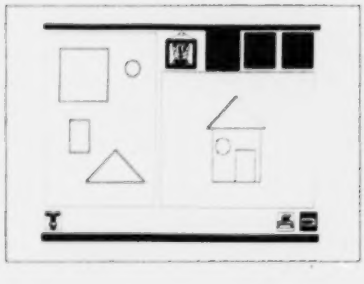
answer mode shows a pattern in progress and the child is asked to select a shape to finish it. An option is also available for children to add their own sounds to each pattern element.

In "Cookie Factory" children have another opportunity to practice counting by operating a cookie-decorating jellybean machine. The activity starts by depicting a cookie moving along on a conveyer belt. Once the cookie reaches the jellybean machine, the child can select a lever to drop up to ten jellybeans onto the cookie. Each jellybean is counted out in a child's voice as it is added to the cookie. Once the desired number of jellybeans has been reached, a hand can be selected to drop the cookie into a numbered cookie bin. In the question-and-answer mode, the child is asked to drop a specific number of items, e.g., "Put three jellybeans on my cookie, please." If the correct number of beans is counted, a horse eats the cookie.

In "Mouse House" children build with geometric shapes (squares, triangles, circles, half-circles, and rectangles) by following blueprints. Children can also create their own designs with these same shapes. Designs can be colored and printed. There are three levels of blueprints from which to choose, and the program labels each shape as it is selected. This practice of labeling each action as it occurs helps children make the associations between language and shapes—a technique successfully employed at several points in the activities.

"Number Machine" is a large cash register with keys numbered 0 through 10. In the explore-and-discover mode, children click on a key to see that set illustrated; for example, clicking on the number 8 will cause eight critters to jump out of the drawer, one by one, counted out. This is an effective early counting activity. In the question-and-answer mode, a worm asks a child to find a specific number, e.g., "Find the number 3." A correct answer will illustrate the set. A child who answers incorrectly is given more tries.

At any point in the program, a parent or teacher can access the "Parent Notebook" by pressing a combination of keys. There are three parts to the notebook: the Adult Information Notebook, the Records Folder, and Preferences. The Adult Information Notebook includes five pages for each of the six activities, including a description of the activities, instructions, learning goals, and ideas for use in both home and school settings. The Records Folder contains a record-keeping system that tracks how long a child focuses on each activity as well as a total of correct and incorrect responses. The date is also recorded. These records are easy to print. The Preferences section allows children to exert control over the printing options in two of the activities ("Mouse House" and "Build-A-Bug"), turns music on or off, and offers a scanning option that is available for special-needs users. In the scanning mode, an arrow automatically



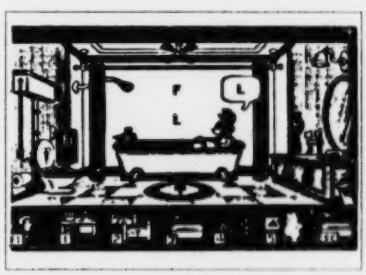
"Build-a-Bug" sample screen, *Millie's Math House* (Mac)

moves around possible options on the screen and the child presses a single switch to make a selection. The speed of scanning can be adjusted. This feature, along with the use of a TouchWindow, makes *Millie's Math House* ideal for children with special needs.

Millie's Math House is a welcome addition to the library of early childhood software. At $49.95, it puts a rich educational resource at children's fingertips. It is clear that the people at Edmark understand how young children learn with computers. (Look for the upcoming release of Edmark's *Bailey's Book House* —a similarly designed program focusing on language development. It will most likely include many of the attributes of *Millie's Math House.*)

Reader Rabbit's Ready for Letters

The Learning Company has established a solid reputation for producing activities that combine fun and learning. *Reader Rabbit's Ready for Letters* is no exception and makes a nice addition to a "starter" library of software for use with very young children or beginning kindergartners. Its flexible design is difficult to fault—as with other well-designed programs, there is a range of appropriate options from which to choose.



***Reader Rabbit's* main menu (IBM)**

The program begins with a colorful scene containing a country house and a pond full of hidden animals. This scene is actually a musical menu—merely clicking on an object either leads to an activity or causes an action. As each animal in or around the pond is discovered, it plays one element of a tune. When all six animals have been discovered, the Reader Rabbit appears and conducts a concert that incorporates each sound in one chorus. This side show is built into the main menu and is not really part of any of the five central activities. Choosing one of the activities is accomplished by either clicking on a part of the house or using a well-designed picture menu located at the bottom of the screen that remains throughout the activity, making it very easy for children to move from one activity to another.

"Grandma's Kitchen" allows a child to assist in finding items required in a recipe. Grandma Rabbit is shown, along with a required ingredient. By clicking either on shelves or on a refrigerator, a child can add ingredients to a pot to make something—lemonade, for example. When the recipe is completed, the food or drink is served.

"Mix & Match Bedroom" allows a child to match patterns by redecorating a bedroom containing six items—a wall border, curtains, lamp, wall hanging, bed, and Reader Rabbit. Each item has five patterns that change with each click. For example, by clicking on the lamp, a child may see a dinosaur lampshade. He or she can then click on the wall hanging until a dinosaur pattern is shown. When

all of the items match, Reader Rabbit celebrates with a dance and music.

The "ABC Bathroom" is a matching activity that gets progressively more difficult as a child matches more items. The activity begins by showing two letters. After a letter name is spoken, the child must type the letter on the keyboard. If the letters match, part of a puzzle, such as a clown face, is shown on the screen. After a series of correct matches, a slightly more difficult puzzle appears—requiring up to eight letter matches.

"Picture Parlor" depicts a parlor full of items to explore with the mouse. Among them is a special photo album that contains a prepositional sentence with a picture. The sentence is spoken, e.g., "The rabbit is in the tent." Clicking inside the tent shows the rabbit inside, illustrating the sentence. The page then turns and a new sentence appears and the process is repeated.

In "Grandpa's Workshop," a child views six cards, which vary in shape, size, and color. When a model is shown, the child must select the shape that most resembles it. If the shape matches the model, Grandpa Rabbit turns the shape into a toy. If not, the child is given another try.

This program is currently available only on IBM or compatible computers. A mouse is recommended but not required. Although it can run from a floppy disk, hard-disk installation is recommended (operation is faster). A sound card such as an AdLib or the Sound Blaster is also recommended for enhanced music and speech.

Reader Rabbit Ready for Letters is a nice option for young children just beginning to use a computer. Its clear speech and graphics offer a range of fairly simple activities that children will come back to time after time.

Where to Obtain More Details

More information about these award-winning programs, along with information about all the other programs High/Scope has surveyed, can be found in Chapter 3, Software Descriptions. A software description gives you such specific information as a program's price and quality ratings. Chapter 2 introduces the software descriptions and the High/Scope rating system.

Using the High/Scope Quality Checklist

As an example, we measured *The Playroom* against our quality checklist:

☑ **Easy to use**
No reading required. Clear icons. Uses mouse control. Consistent use of operation skills throughout program.

☑ **Interactive**
Quick response to mouse click. "Discovery process" keeps child involved.

☑ **Childproof**
Survived "pound on the keyboard" test. No technical problems in preschool use. Macintosh version has locking feature to prevent child from accidentally entering some files.

☑ **Designed with features for teachers/parents**
Sound is easily modified. Difficulty level can be altered. Upper- or lowercase letters can be presented.

☑ **Strong content**
A range of activities successfully incorporates developmentally appropriate content.

☑ **Child-controlled**
Picture menu and mouse control allow child to independently access activities. Escape icons are always visible.

☑ **Designed to aid learning**
Animation and sounds well linked to content. Novel format holds children's interest with standard content. Several open-ended activities allow experimentation.

☑ **Worth the price**
Listed price of $49.95 is somewhat above the average price ($44.27), but variety of content and intriguing, easy-to-use format give it longevity and child appeal that make it a good buy (especially if you can find a somewhat reduced mail-order price).

2

INTRODUCTION TO THE SOFTWARE DESCRIPTIONS

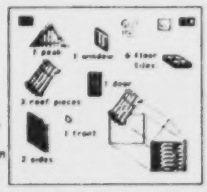
This chapter contains (1) a guide to interpreting the software descriptions and ratings in Chapter 3; (2) a summary of software information; and (3) an alphabetical index of software titles, indicating the page numbers of the program descriptions in Chapter 3.

INTERPRETING THE SOFTWARE DESCRIPTIONS AND RATINGS

Three Little Pigs, The

Creative writing

◆◆◆◆◆◆◆◆ 89 FINAL RATING
◆◆◆◆◆◆◆◆ 84 User Friendliness
◆◆◆◆◆◆◆◆◆ 92 Educational Value
◆◆◆◆◆◆◆◆◆ 93 Instructional Design



William K. Bradford Publishing
1989
$75.00
Ages 5-up
Apple*, IBM (3.5" or 5.25" disks)-
LA/3,8,9 NB/3 SP/1,2,4,7 CP/1,4

Contains three parts: Story Teller—child reads through the story. Story Maker—child creates own story scenes, using animated objects or own text. Activities—contains story-starters, a tool hunt, a house-building activity, and a puppet kit. Mouse recommended. Good design, graphics. No sound. Can print in color with an Imagewriter II printer. Some reading required.

Title: The program's title

Date: The program's most recent copyright date.

Company: The program's publisher. This is not necessarily the name of a software distributor. The address and phone number of the program's publisher are given in Appendix 1: Early Childhood Software Producers.

Price: The publisher's list price for the version of the program evaluated. Prices often vary with the type of computer and source of software. If the program is part of the ShareWare distribution system, it will be noted.

Age: The publisher's recommended age-range for the users of the program. Many software packages contain more than one game or activity, and the specified age-range takes into account the difficulty levels of all the various games or activities available. We mention in our comments if the publisher's recommended age-range seems inappropriate.

Computer: A listing of the computers for which versions of the program are available. A star (*) is placed after any versions used in evaluating the program. Any additional hardware a program requires or can utilize, such as a speech synthesizer, a mouse, additional memory, a printer, is listed.

Apple—Apple II family with at least 48K of memory

IIGS—Apple IIGS specific software. Note that this software will not run on the Apple IIe or IIc computers.

Amiga—Commodore Amiga

Atari—Atari 400, 800, or 1200

Atari ST—Atari ST

C64—Commodore 64

Nintendo—Nintendo

IBM—IBM Personal Computer or compatible with color graphics adapter, IBM PS/2 series, IBM PCjr

Mac—Macintosh

TRS 80—TRS 80 computer

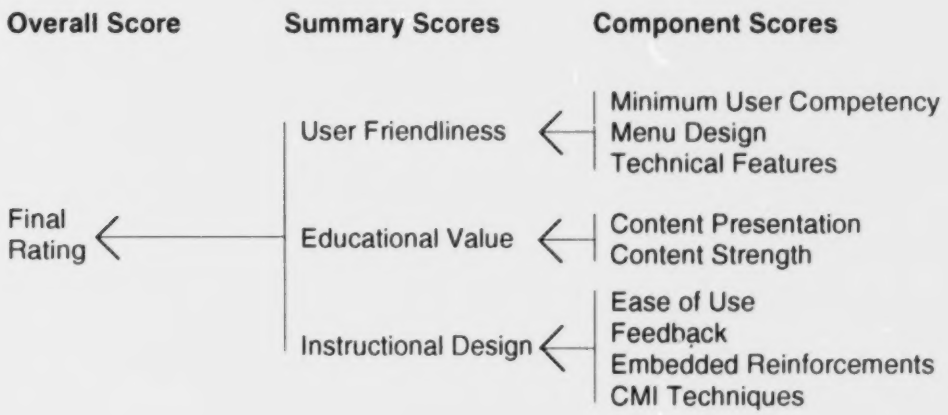
TI—Texas Instruments

If more specific computer information is required, e.g., 3.5-inch disk availability, we make every attempt to list this information in this space. However, it is safest to call the producer directly before ordering. See Appendix 1 for a listing of producers' phone numbers.

Conceptual Area: A listing, from strongest to weakest, of the conceptual areas present in a program. The codes used refer to the chart found in Chapter 4. For example, CL/1 refers to the first item under the conceptual area of Classification, "Identifying attributes." (High/Scope Curriculum users will recognize the Conceptual Area lists as incorporating the curriculum's "key experiences.") The line under the title contains a short description of the computer program's goals or objectives as stated by the producer.

Comments: An overview of the program, what the child does when using the program, its strengths and weaknesses, and any special equipment requirements.

Interpreting the Ratings: The Early Childhood Software Evaluation Instrument (Chapter 4) rates each program with an *overall score*, which is the mean of nine component scores; with three *summary scores*, which are means of selected component scores; and with nine *component scores*. (Each of these elements is defined, starting on the next page.) The diagram on the following page indicates how the three levels of scoring are related.



All scores are percents from 1 to 100 based on a program's performance on the evaluation instrument (Chapter 4). The scores are displayed in numerical form and as a bar graph with a row of 1 to 10 diamonds. (For example, 47% = ◆◆◆◆.) An "nr" is listed if the title is not rated. The software was evaluated with the assistance of the children and teachers in the High/Scope demonstration classroom at the High/Scope Educational Research Foundation in Ypsilanti, Michigan. Scoring was done by Warren Buckleitner.

Overall Score

Final Rating: The mean score of all nine component scores.

Summary Scores
Selected component scores are combined into the following scores

User Friendliness: The mean score of Minimum User Competency, Menu Design, and Technical Features.

Educational Value: The mean score of Content Presentation and Content Strength.

Instructional Design: The mean score of Ease of Use, Feedback, Embedded Reinforcements, and CMI techniques.

Component Scores

Minimum User Competency: A measure of the degree of computer skill a child needs to use the program independently. A program that allows the user to enter information via picture menus and arrow keys is more suitable for a young child than is a program that requires typing words or using SHIFT keys, the CONTROL key, or the function keys. This scale covers only the parts of the program intended for the child's use. It does not consider features designed for the teacher (e.g., setting difficulty levels). The higher the score, the easier it is for preschoolers and kindergartners to use the program.

Menu Design: A rating of the ease-of-use of the menu(s). A menu is a point in the program when choices are listed and a child selects one of them and enters this choice into the computer. If the child can use and access a program menu, she or he can usually control the program without adult help. Using some menus, however, requires skills preschool children may not have, such as reading skill. The higher the score in this category, the easier the menu is for preschoolers or kindergartners to use.

Component Scores (continued)

Technical Features: A rating of technical features of the program. Does the program permit a child to experiment with *all* the keys without "locking up?" Can a teacher easily use the program in a classroom situation where there is little time to review the program instructions? Does the program make effective use of the computer's capabilities?

Content Presentation: A rating of how well content is presented, including whether the program maintains a level of challenge; whether a child controls the functioning of the program; whether the content is free from gender, racial, or ethnic bias; whether there are demonstrations; whether the program is free from unnecessary stimulation; and whether the central outcome is educational.

Content Strength: A rating of the accuracy and depth of the program's conceptual content.

Ease of Use: A rating of the program's ease of use by a first-time user. Higher scores mean easier first-time use.

Feedback: A rating of the feedback techniques employed by the program. This measures such factors as correlation between the keystrokes and screen events, appropriateness of feedback for preschool and kindergarten children, and reinforcement of content by feedback.

Embedded Reinforcements: A rating of how well graphics and sounds used for rewards complement and reinforce content.

Computer-managed Instruction Techniques: A rating of the level of computer-managed instruction (CMI) techniques employed by the program. This score includes consideration of whether the program changes levels as the child progresses and whether the program keeps ongoing records. This score is not counted if (1) the program is completely open-ended (e.g., a drawing activity) or (2) the program permits the child or adult to set the difficulty level.

A SUMMARY OF THE SOFTWARE

Background Information: Some interesting facts about the 515 programs we reviewed—

!Copyright dates range from 1980 to 1993.
Prices range from $3.00 to $21,500.00.
$44.27 is the average price for a one-title package.
69% is the average overall rating.
97% is the highest overall rating.
22% is the lowest overall rating.
83 companies produce early childhood software.
131 programs are open-ended in nature or are used by a child to create a product of some kind.
75 programs incorporate speech.
58 programs utilize an Echo speech synthesizer.
127 programs can utilize a printer.

User Interface: This *Buyer's Guide* contains

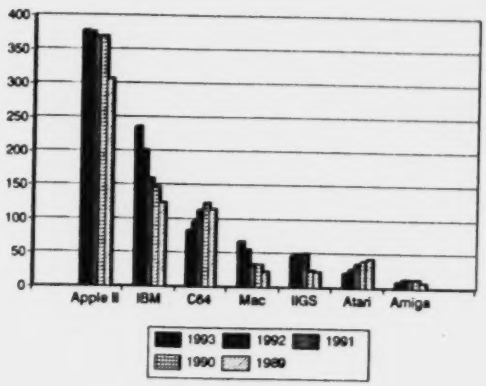
148 programs that use the arrow keys.
115 programs that can work with a mouse.
76 programs that can work with a joystick.
28 programs that can work with a TouchWindow.
22 programs that can work with the Muppet Learning Keys.

Computer Types: Percent of reviewed software available for various brands of computers—

Apple	371/515	72%
IBM	234/515	45%
C64	91/515	18%
Macintosh	68/515	13%
Apple IIGS	49/515	10%
Atari	24/515	5%
Amiga	10/515	2%

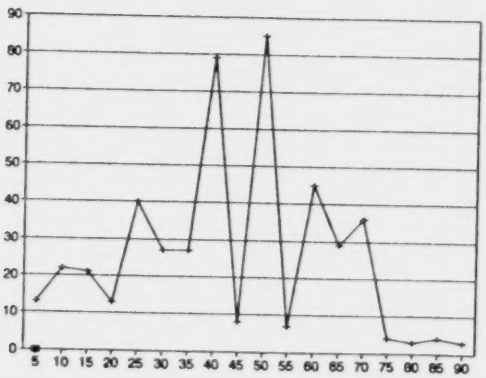
Software by Computer Brand

Number of Programs



Software by Price

Number of Programs
US Dollars



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3

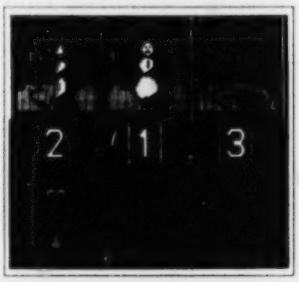
SOFTWARE DESCRIPTIONS

This chapter contains an alphabetical listing of software descriptions.

1-2-3 Sequence Me

Sequencing skills

◆◆◆◆◆◆◆ 75 FINAL RATING
◆◆◆◆◆◆ 67 User Friendliness
◆◆◆◆◆◆◆◆ 84 Educational Value
◆◆◆◆◆◆◆ 75 Instructional Design



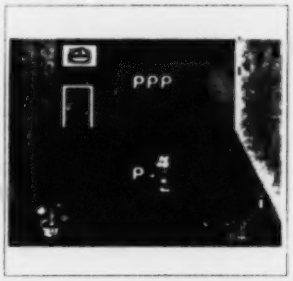
Sunburst Communications, Inc.
1988
$65.00
Ages 5-7
Apple*, Mac
TI/2,6 LA/5

Child sees three pictures or phrases that form an ordered sequence but are placed out of order, e.g., a snowman progressively melting. By putting a 1, 2, or 3 under each box, child restores the pictures to correct order. Some reading required. Works with Muppet Learning Keys or regular keyboard. Text can be changed between English and French.

A-Maze-ing Mouse

Letters, numbers, and shapes

◆◆◆◆◆◆ 62 FINAL RATING
◆◆◆◆◆ 56 User Friendliness
◆◆◆◆◆◆◆ 71 Educational Value
◆◆◆◆◆◆ 60 Instructional Design



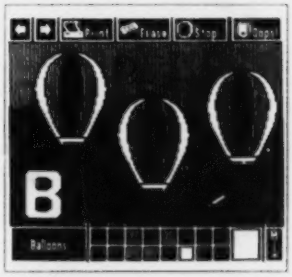
Milliken Publishing Co.
1986
$34.95
Ages 5-8
Apple
LA/4 SE/4

Child uses arrow keys to move a mouse through a 20-screen maze in search of a treasure. Along the way, doors are opened by solving puzzles that involve letters, numbers, or shapes. Offers a nice range of challenges. Comes with 20 printed pages of games and puzzles involving basic skills. Menus require reading. Arrow keys are slow. Games can be saved and played over several sessions. Four levels of difficulty.

ABC's

Coloring pictures

◆◆◆◆◆◆◆◆ 80 FINAL RATING
◆◆◆◆◆◆◆ 79 User Friendliness
◆◆◆◆◆◆◆ 73 Educational Value
◆◆◆◆◆◆◆◆ 84 Instructional Design



Merit Software
1986
$14.95
Ages 3-up
Apple* (128K), IBM, C64
CP/1,4 SP/4

A coloring program with 26 pictures, one per letter (e.g., an acrobat for "a"). Child moves cursor with mouse, joystick, or arrow keys to fill in sections of a picture with 1 of 16 available colors. Prints in color. Mouse and color monitor recommended. Very easy to use. Prints picture with calendar.

ABC-123 Activities for Learning

Matching, alphabetical order

◆◆◆◆ 48 FINAL RATING
◆◆◆ 39 User Friendliness
◆◆◆◆◆ 56 Educational Value
◆◆◆◆◆ 50 Instructional Design

Educational Activities, Inc.
1984
$39.95
Ages 3-7
Apple*, C64
LA/4

Two activities on one disk: Copycats—child matches three to five random or teacher-picked words by typing the letters and pressing RETURN. ABC—four activities to teach alphabet order. Reading required.

Action/Music

Using the computer for speech output

◆◆◆◆◆◆◆◆ 80 FINAL RATING
◆◆◆◆◆◆◆ 77 User Friendliness
◆◆◆◆◆◆◆ 71 Educational Value
◆◆◆◆◆◆◆◆ 89 Instructional Design

P.E.A.L. Software
1985
$150.00
Ages 1.5-5
Apple
LA/8

Designed for severely visually impaired children, this package allows a child to touch a picture and hear a response (Echo speech synthesizer required). Two templates for the Muppet Learning Keys contain 12 sentence parts each, based on action words and music words for sentences like "I want you to help me eat." Intended for use with concrete materials.

Adventures of Dobot, The

Problem solving, critical thinking

◆◆◆◆◆◆◆ 70 FINAL RATING
◆◆◆◆◆◆◆ 77 User Friendliness
◆◆◆◆◆◆◆◆ 87 Educational Value
◆◆◆◆◆ 55 Instructional Design

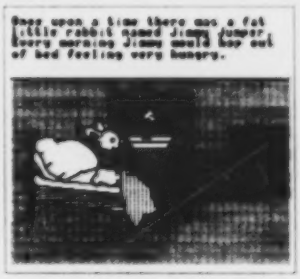
Educational Activities, Inc.
1986
$59.95
Ages 3-7
Apple*, IBM, C64
SP/4 CL/2 SE/2 OT/1

Seven simple games in which child uses arrow keys to move robot to sort letters, arrange rods according to length, match numerals, and practice with the arrow keys. Management tracks the progress of up to 50 children.

Adventures of Jimmy Jumper, The

Prepositional concepts

◆◆◆◆◆◆ 69 FINAL RATING
◆◆◆◆◆◆ 61 User Friendliness
◆◆◆◆◆◆◆◆ 84 Educational Value
◆◆◆◆◆◆ 65 Instructional Design



E.C.S.
1986
$29.95
Ages 2.5-5
Apple
LA/1,8 SP/4

A story program of 12 screens. The story is told using an Echo speech synthesizer while the graphics show prepositional concepts. Children use a game paddle or spacebar to advance the story screen-by-screen. A second version is now available.

Alice In Wonderland

Remembering a sequence of events

◆◆◆◆◆◆ 69 FINAL RATING
◆◆◆◆◆◆ 67 User Friendliness
◆◆◆◆◆◆◆◆ 70 Educational Value
◆◆◆◆◆◆ 69 Instructional Design

Queue, Inc.
1985
$39.95
Ages 7-12
Apple
LA/5,8 TI/5

Modeled from the traditional story. Child uses arrow keys and RETURN to select two-word commands to explore Wonderland. How children proceed depends on the options they choose. Requires reading. Could be used as language experience with adult help.

Alphabet Academy, The

Alphabet sequencing, letter recognition and formation

◆◆◆◆◆◆◆ 78 FINAL RATING
◆◆◆◆◆◆ 66 User Friendliness
◆◆◆◆◆◆◆◆ 84 Educational Value
◆◆◆◆◆◆◆◆ 85 Instructional Design

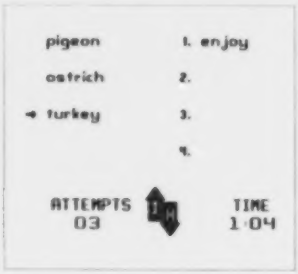
Hartley Courseware
1985
$59.95
Ages 5-6
Apple
LA/4,5,6 CL/2

Three activities with clear graphics and digitized speech (Echo or Ufonic speech synthesizer needed): Sequencing—part of the alphabet is displayed and sung; child enters next letter. Letter Recognition—a letter is drawn and named; child enters that letter. Letter Formation—a letter is drawn slowly as strokes are described. Options include individualized lessons and upper/lowercase letters.

Alphabet Arcade, The

Alphabetizing, dictionary skills

◆◆◆◆ 42 FINAL RATING
◆◆◆◆ 48 User Friendliness
◆◆◆◆◆ 52 Educational Value
◆◆◆ 31 Instructional Design



Queue, Inc.
1983
$34.95
Ages 5-9
Apple*
LA/4

Consists of three games in which child puts letters and short words in correct alphabetical order. No branching. Not recommended.

Alphabet Circus

Letter recognition, alphabet order

◆◆◆◆◆◆ 68 FINAL RATING
◆◆◆◆◆ 54 User Friendliness
◆◆◆◆◆◆◆◆ 89 Educational Value
◆◆◆◆◆◆ 69 Instructional Design

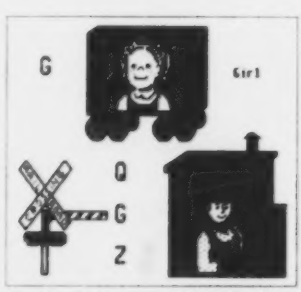
DLM
1984
$32.95
Ages 4-7
Apple*, IBM, C64
LA/4

Child presses any key to move a hat and presses spacebar to select one of six letter-recognition, alphabetical order, or keyboard-skill activities. Good sound and graphics. Best for age 5. Some reading.

Alphabet Express

Alphabet skills

◆◆◆◆◆◆ 68 FINAL RATING
◆◆◆◆◆◆◆ 73 User Friendliness
◆◆◆◆◆◆◆ 71 Educational Value
◆◆◆◆◆◆ 62 Instructional Design



Gamco Industries, Inc.
1985
$49.95
Ages 5-8
Apple*, C64, TRS 80, IBM (CGA)
LA/4,6

Child uses spacebar to select one of three letters to fill in an alphabet sequence, match upper/lower-case letters, or indicate the beginning letter for a pictured object (26 pictures in all). Allows control over the number of problems. Keeps up to 200 student records. Rather dry presentation.

Alphabet for Everyone

Letter recognition, alphabet order, letter pronunciation

◆◆◆◆◆ 54 FINAL RATING
◆◆◆◆◆ 52 User Friendliness
◆◆◆◆◆◆ 65 Educational Value
◆◆◆◆ 49 Instructional Design

Intellimation
1990
$29.00
Ages 3-up
Mac (Hypercard 1.2.2)
LA/4

A simple letter recognition activity designed for adult literacy students with content also appropriate for the early childhood age-group. User first clicks on a letter from A-Z to select a lesson consisting of two letter-related pictures. The correct letter key must be pressed to see and hear each word. Very narrow range of content and challenge. No management options. Uses clear speech.

Alphabet Fun: Big and Little Letters

Upper/lower-case letters

◆◆◆◆◆◆ 64 FINAL RATING
◆◆◆◆◆◆ 69 User Friendliness
◆◆◆◆◆◆◆ 71 Educational Value
◆◆◆◆◆ 54 Instructional Design

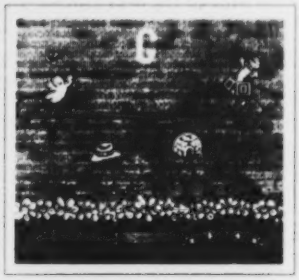
Troll Associates
1991
$39.95
Ages 5-7
Apple
LA/4

Three simple activities on one disk: (1) Fun on Ice—child uses arrows to select from three upper-case letters and match one lower-case letter shown. (2) Sea Pals—child moves seahorse to make lower-case match to upper-case letter shown. (3) Cat Nap—child selects match from three letters of the alphabet shown in sequence. Entertaining graphics. Slow presentation of content.

Alphabet Fun: Learning the Alphabet

Letter recognition, alphabetical order

◆◆◆◆◆◆◆ 78 FINAL RATING
◆◆◆◆◆◆◆ 73 User Friendliness
◆◆◆◆◆◆◆◆ 88 Educational Value
◆◆◆◆◆◆◆ 75 Instructional Design



Troll Associates
1991
$39.95
Ages 5-7
Apple
LA/4

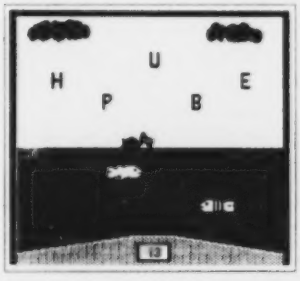
Three cleverly designed activities on one disk. Child uses the spacebar, arrows, and RETURN to match letters with corresponding pictures (e.g., Y with yo-yo) or to put a series of letters into alphabetical order. Also includes an alphabet book in which child uses arrows to flip pages. Can be set to use upper/lower-case letters.

Alphabet Recognition

Letter recognition, upper/lower-case matching

◆◆◆◆ 46 FINAL RATING
◆◆◆◆◆ 56 User Friendliness
◆◆◆◆◆ 52 Educational Value
◆◆◆ 35 Instructional Design

Micro Power & Light Company
1986
$24.95
Ages 4-6
Apple
LA/4



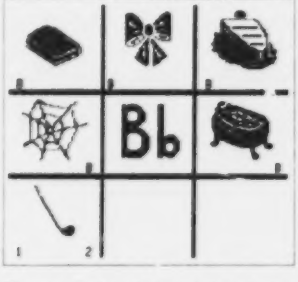
Child uses arrow keys to select one of four letters to match a letter carried by a swimming fish. If the match is correct, a point is earned. Can be set for upper or lower case. Limited content.

Alphabet Sounds

Letter sounds, initial consonants

◆◆ 29 FINAL RATING
◆◆◆ 35 User Friendliness
◆◆◆ 33 Educational Value
◆◆ 23 Instructional Design

Data Command
1984
$84.95
Ages 5-7
Apple
LA/6



Three disks show eight pictures of each letter of the alphabet, one at a time. For vowels, a child must choose long or short (L or S); for consonants, whether the sound comes at the beginning or end (1 or 2). Smile/frown reinforcements. Low level of child-interaction. Not recommended.

Alphabet Zoo

Letter recognition

◆◆◆◆◆ 51 FINAL RATING
◆◆◆◆◆ 56 User Friendliness
◆◆◆◆◆ 52 Educational Value
◆◆◆◆ 48 Instructional Design

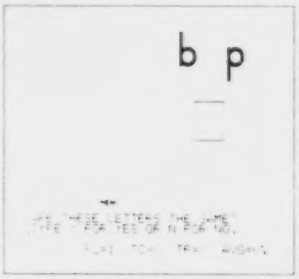
Queue, Inc.
1983
$29.95
Ages 3-8
Apple*, IBM
LA/4,5

Poor menu design makes maze game difficult to use. Child uses joystick or ESDX keys to move a character through randomly generated mazes. Must find each letter in sequence of a model word given above the maze.

Alphabetization & Letter Recognition

Alphabetizing, letter discrimination

◆◆◆◆◆◆ 67 FINAL RATING
◆◆◆◆◆ 54 User Friendliness
◆◆◆◆◆◆◆ 76 Educational Value
◆◆◆◆◆◆ 69 Instructional Design



Milliken Publishing Co.
1980
$75.00
Ages 5-13
Apple
LA/4 CL/2

First of two-disk Language Arts Series for K-8. Contains 63 levels of alphabetizing drills, from letter discrimination (child presses Y if two letters are the same) to alphabetizing to the seventh letter. Uses sophisticated password and record-keeping system.

Alphabetizing

Practice putting letters and words in alphabetical order

◆◆◆◆◆ 55 FINAL RATING
◆◆◆ 39 User Friendliness
◆◆◆◆◆◆ 67 Educational Value
◆◆◆◆◆◆ 63 Instructional Design

Aquarius Instructional
1987
$45.00
Ages 5-up
Apple
LA/5 CL/2

Two disks contain 16 worksheet-style alphabetizing activities. Tasks include completing an alphabet, typing in a letter before and after one that is given, rearranging six letters in alphabetical order, and putting pictures or words in order. A timed test asks 20 questions ranging in difficulty and keeps records for up to 50 children. Limited in content — presentation is the same with each use. Menus require reading.

Alphaget

Letter recognition practice

◆◆◆◆◆ 51 FINAL RATING
◆◆◆◆ 47 User Friendliness
◆◆◆◆◆ 53 Educational Value
◆◆◆◆ 47 Instructional Design

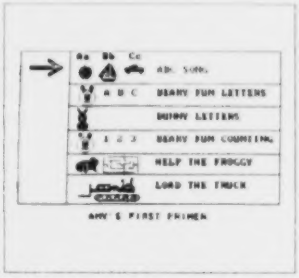
Alphaphonics
1982
$50.00
Ages 5-6
Apple
LA/4,5

Presents simple maze context where child moves "Astro" (using arrow keys) to arrange letters or letter symbols in alphabetical order. Upper/lower-case option available. Effective for practice with alphabetical order.

Amy's First Primer 2.2

Letters, counting, shapes, and spatial relations

◆◆◆◆◆◆◆ 71 FINAL RATING
◆◆◆◆◆◆◆ 70 User Friendliness
◆◆◆◆◆◆◆◆ 84 Educational Value
◆◆◆◆◆◆ 62 Instructional Design



Software Excitement!
1991
$3.00
Ages 4-8
IBM
LA/4 NB/3 CL/2 SP/4

Six simple activities on one disk allow a child to play an illustrated ABC song, match letters and pictures using the keyboard, draw a line from a picture to the correct letter, count sets of objects from 1 to 9, move a frog through a simple maze using the arrow keys, and create simple shape sets that match a model. An excellent software value for the 3-to-5-year-old age-range.

Animal Alphabet and Other Things

Letter recognition, alphabetical order

◆◆◆◆◆◆◆◆ 81 FINAL RATING
◆◆◆◆◆◆◆◆ 87 User Friendliness
◆◆◆◆◆◆◆◆ 89 Educational Value
◆◆◆◆◆◆◆ 73 Instructional Design

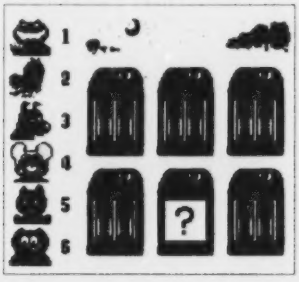
Queue, Inc.
1986
$39.95
Ages 3-6
Apple
LA/1,4,6

Child presses a key, e.g., A, to see that letter on the screen. Pressing A again causes the letter to turn into an alligator. Pressing spacebar causes the next letter in the alphabet to appear. There are 26 pictures on each side of the disk. Side 1 covers upper case; side 2, lower case. Easy to use.

Animal Hotel

Memory skills

◆◆◆◆ 45 FINAL RATING
◆◆◆◆◆ 55 User Friendliness
◆◆◆ 38 Educational Value
◆◆◆◆ 40 Instructional Design



Merit Software
1985
$9.95
Ages 4-8
Apple*, IBM, C64
OT/1

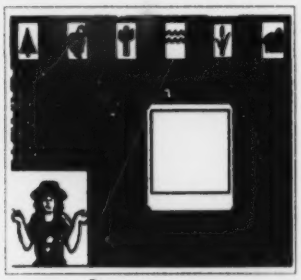
A memory game that shows either three (easy level) or six (hard level) animals and then hides each behind a different door. When shown a door, child selects animal behind that door by pressing a number key. Menu requires reading.

Animal Photo Fun

Animals and their habitats

◆◆◆◆◆◆◆ 70 FINAL RATING
◆◆◆◆◆◆ 62 User Friendliness
◆◆◆◆◆◆◆ 75 Educational Value
◆◆◆◆◆◆◆ 73 Instructional Design

DLM
1985
$32.95
Ages 4-8
Apple
OT/1



Six games in which children match animals with their habitats. Includes Animal Concentration and Animal Rummy. Child uses spacebar and RETURN to play with 36 animals from six habitats. Good graphics, sounds. Color monitor recommended.

Animated Alphabet

Letter recognition

◆◆◆◆◆◆ 65 FINAL RATING
◆◆◆◆◆ 53 User Friendliness
◆◆◆◆◆◆◆ 77 Educational Value
◆◆◆◆◆◆ 64 Instructional Design

Software Excitement!
1990
$3.00
Ages 3-5
IBM (VGA)
LA/4

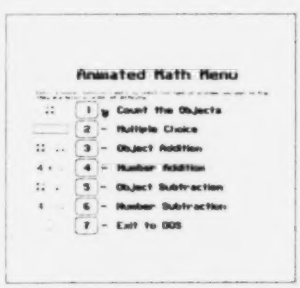
Child sees object (e.g., a quarter) and is shown the message, "What letter does this start with?" If "Q" is pressed, an animated sequence is shown (in this example, the face on the coin winks). Contains 26 sequences, each one corresponding to a letter of the alphabet. Objects appear in random order. Clever design. Limited content.

Animated Math

Counting, math facts with sums less than 10

◆◆◆◆◆◆◆ 71 FINAL RATING
◆◆◆◆◆◆◆ 74 User Friendliness
◆◆◆◆◆◆◆ 76 Educational Value
◆◆◆◆◆◆◆ 76 Instructional Design

Software Excitement!
1991
Shareware
Ages 3-6
IBM (hard disk and EGA)
NB/3,4,5,6

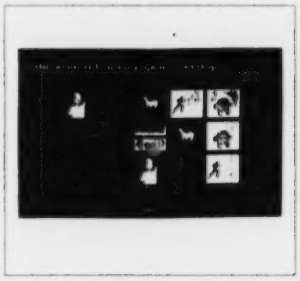

Animated Math Menu
1 - Count the Objects
2 - Multiple Choice
3 - Object Addition
4 - Number Addition
5 - Object Subtraction
6 - Number Subtraction
7 - Exit to DOS

Six rather dry activities provide practice in counting (child sees a set and clicks on numeral); matching numerals with sets; and adding/subtracting with sets of objects and numerals. Give 10 correct answers and go on to six games that include a dot-to-dot puzzle, a music box, and a rocket construction game. Employs clever, simple graphics. No adult options. Uses mouse or keyboard.

Animated Memory

Matching, memory practice, animation

◆◆◆◆◆◆◆ 70 FINAL RATING
◆◆◆◆◆◆ 61 User Friendliness
◆◆◆◆◆◆◆◆ 80 Educational Value
◆◆◆◆◆◆◆ 71 Instructional Design



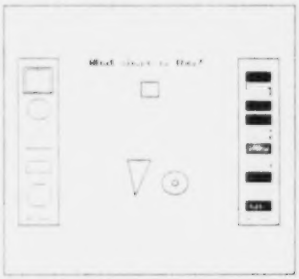
Software Excitement!
1991
Shareware
Ages 5-8
IBM (VGA and hard drive)
OT/1 CL/2 TI/2,3

A concentration game in which children use the mouse or arrow keys and ENTER to match sets of pictures and earn points. When a successful match is made, the pictures animate themselves. Four levels of difficulty ranging from 8 pictures at the simplest to 34 pictures at the most difficult. Menu requires reading. Includes a clever "Mini Movie Theater" option presenting animated sequences that can be viewed slide by slide, illustrating how animation works.

Animated Shapes

Shapes and colors

◆◆◆◆◆◆◆ 71 FINAL RATING
◆◆◆◆◆◆◆ 70 User Friendliness
◆◆◆◆◆◆◆◆ 84 Educational Value
◆◆◆◆◆◆ 61 Instructional Design



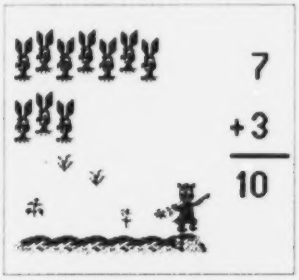
Software Excitement!
1990
$3.00
Ages 4-up
IBM (VGA and hard drive)
SP/8 CL/2

Five shapes (square, circle, triangle, rectangle, and hexagon) appear on one side of the screen; 10 color blocks are shown on the other, with a colored shape appearing between. Children use arrows and ENTER to match shapes with colors to be incorporated into a picture. When several matches are made, the picture is cleverly animated. Limited content. Entertaining graphics.

Arithmetic Critters

Counting, addition, and subtraction

◆◆◆◆◆◆◆ 78 FINAL RATING
◆◆◆◆◆◆ 64 User Friendliness
◆◆◆◆◆◆◆◆◆ 98 Educational Value
◆◆◆◆◆◆◆ 77 Instructional Design



MECC
1986
$59.00
Ages 5-7
Apple (64K)
NB/3,6,7,9

Four well-designed games: adding groups of up to 9, subtracting up to 9 from a group of up to 18, measuring lengths using a worm as units, and counting in groups of 10. Allows teacher modification. Clear sounds and graphics aid the content.

Astro's ABCs

Letter recognition skills

◆◆◆◆◆◆ 62 FINAL RATING
◆◆◆◆◆◆ 63 User Friendliness
◆◆◆◆◆◆◆ 75 Educational Value
◆◆◆◆◆ 54 Instructional Design

Alphaphonics
1984
$175.00
Ages 5-6
Apple
LA/4,5

Consists of seven disks, each covering four letters. Lessons follow fixed sequence, showing alphabet, word pictures, and the letter drawn on the screen. Child then finds letter on keyboard and plays a game with the letter symbols. Child cannot control sequence. Offers effective practice with each letter.

Bake & Taste

Reading skills, following directions

◆◆◆◆◆◆◆◆ 83 FINAL RATING
◆◆◆◆◆◆◆ 76 User Friendliness
◆◆◆◆◆◆◆◆◆ 91 Educational Value
◆◆◆◆◆◆◆◆ 85 Instructional Design

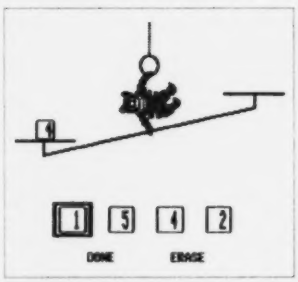
MindPlay
1990
$49.99
Ages 7-up
Apple, IBM (VGA)
TI/6 LA/10 CP/4 OT/5

A cooking simulation activity. Children use spacebar and RETURN to select recipe; find ingredients; measure out ingredients using cups, tablespoons, and teaspoons; set timers on mixers; select appropriate cooking dishes; and set the oven temperature. When the recipe is finished, the product is "tasted" by a group of friends. Errors are then illustrated. Contains 30 simple recipes that can be printed. A fun program.

Balancing Bear

Comparing amounts, additions, problem solving

◆◆◆◆◆◆◆ 77 FINAL RATING
◆◆◆◆◆◆ 64 User Friendliness
◆◆◆◆◆◆◆◆◆ 92 Educational Value
◆◆◆◆◆◆◆ 78 Instructional Design



Sunburst Communications, Inc.
1988
$65.00
Ages 5-8
Apple*, IBM
NB/1,2,3

Introduction to addition and inequalities. Child selects number or set that will make a scale balance. Can involve sums up to 99. Can use regular keyboard, TouchWindow, or Muppet Learning keys. Includes worksheets and classroom lesson ideas.

Bald-Headed Chicken, The

Language experience

◆◆◆◆◆◆◆◆ 89 FINAL RATING
◆◆◆◆◆◆◆◆ 85 User Friendliness
◆◆◆◆◆◆◆◆◆ 94 Educational Value
◆◆◆◆◆◆◆◆◆ 91 Instructional Design

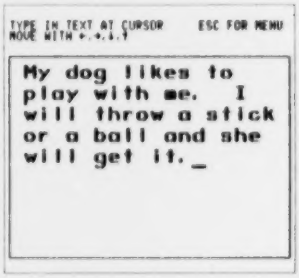
D. C. Heath & Company
1988
$75.00
Ages 5-10
Apple (128K)
LA/2,3,5,9 CP/4 SP/4,7

Children use mouse, Koala Pad, joystick, or arrow keys to select or move objects, backgrounds, words, or characters of a story. They can also add their own words. Resulting stories can be saved and printed in color. Includes four copies of the storybook. Good design. Fun to use.

Bank Street Writer III, The

Word processing

◆◆◆◆◆◆◆ 71 FINAL RATING
◆◆◆◆ 49 User Friendliness
◆◆◆◆◆◆◆◆ 88 Educational Value
◆◆◆◆◆◆◆◆ 80 Instructional Design



Scholastic Software, Inc.
1986
$89.95 ($129.95 for Mac)
Ages 7-up
Mac, Apple*, IBM
LA/9

Easy-to-use word processor with large (20-column) text. Effective for writing preschool experience stories. Stories can be saved, printed, and edited. Price also includes small print (40- and 80-column) version with more word processing features.

Barbie Design Studio

A design and print program

◆◆◆◆◆◆◆ 71 FINAL RATING
◆◆◆◆◆ 58 User Friendliness
◆◆◆◆◆◆ 66 Educational Value
◆◆◆◆◆◆◆◆ 87 Instructional Design

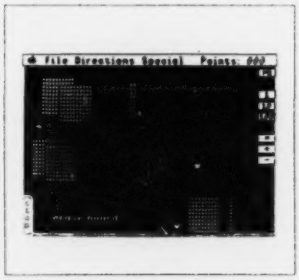
Hi Tech Expressions
1992
$24.95
Ages 6-up
IBM
OT/4 CP/4 LA/9

A menu-driven printing program that allows the creation of cards, posters, party invitations, banners, and stationery. Also allows printing of an automatically dated diary page, a weekly homework planner, or a month/year calendar. Contains a variety of Barbie (the popular fashion doll) clip art, including 40 borders, 7 fonts, and 44 Barbie poses. Design allows child to see the product as it is being constructed, although menus require reading and some of the commands are complex.

Base Ten Blocks

Develop understanding of number patterns

◆◆◆◆◆◆◆◆ 86 FINAL RATING
◆◆◆◆◆◆◆◆ 84 User Friendliness
◆◆◆◆◆◆◆◆◆ 92 Educational Value
◆◆◆◆◆◆◆◆ 82 Instructional Design



The Learning Box
1991
$59.00
Ages 5-12
IIGS, Mac (color)
NB/1,2,3,4,5,6,7,8 SP/1,2

A range of activities in which children use the mouse to move base ten blocks to illustrate numbers, solve addition and subtraction problems, duplicate mosaic-like patterns, and guess a hidden number. Well designed. Easy to use. Offers a range of options. High in child-control. Can be interfaced with an Appleshare network. An excellent program for grades K-3.

Beginning Reading Skills

Beginning reading skills

◆◆◆◆◆ 57 FINAL RATING
◆◆◆◆◆ 53 User Friendliness
◆◆◆◆◆◆ 61 Educational Value
◆◆◆◆◆ 57 Instructional Design

MicroED, Inc.
1986
$89.95
Ages 3-6
Amiga (512K)
LA/5,6

A four-disk series that presents (using computer voice) a sentence, e.g., "A man ran." Each word of the sentence also appears randomly in one of nine boxes. The child identifies, in order, each word in the sentence by clicking the mouse on the appropriate word box. Contains 1000 words, as hard as "delve" and "gauze."

Berenstain Bears Fun With Colors, The

Coloring and creating with stickers

◆◆◆◆◆◆◆◆ 86 FINAL RATING
◆◆◆◆◆◆◆◆ 86 User Friendliness
◆◆◆◆◆◆◆◆ 86 Educational Value
◆◆◆◆◆◆◆◆ 87 Instructional Design

Compton's NewMedia
1991
$39.95
Ages 3-9
IBM (VGA, hard disk)
CP/1,4

A 24-page computerized coloring book in which a child can use a mouse (required) to fill in the colors from a 48-color palette. Includes 95 "stickers" and cartoon-style word balloons which can be easily incorporated into a picture. Nineteen of the stickers become animated and move once they are selected. Pictures can be printed or saved. Similar to the Polarware, Inc. programs, but with more features.

Berenstain Bears Junior Jigsaw, The

Spatial problem solving

◆◆◆◆◆◆◆ 71 FINAL RATING
◆◆◆◆◆◆ 65 User Friendliness
◆◆◆◆◆◆◆ 78 Educational Value
◆◆◆◆◆◆◆ 72 Instructional Design

Compton's NewMedia
1990
$24.95
Ages 4-7
IBM
SP/1,2,4,7,9

Ten bear pictures which can be divided and scrambled into 8, 15, 40, or 60 even square-shaped parts. The child uses the mouse to click twice—once on the piece selected and next on the new location. A timer keeps track of speed and records the fastest time. Includes pull-down menus that young children will need help using. For a better puzzle program, see *Mickey's Jigsaw Puzzles*.

Berenstain Bears Learn About Counting, The

Counting to 9 and other early math skills

◆◆◆◆◆◆◆ 76 FINAL RATING
◆◆◆◆◆◆◆ 77 User Friendliness
◆◆◆◆◆◆◆◆ 80 Educational Value
◆◆◆◆◆◆◆ 74 Instructional Design

Compton's NewMedia
1990
$39.95
Ages 4-7
IBM (VGA, CGA)
NB/3,4,6,7 SE/1 CL/4

Eight simple and rather dry activities in which a child matches a set to an illustrated numeral; counts sets; counts parts of a set according to one attribute; uses units to measure a line; selects the larger of two sets; and solves addition and subtraction problems with sets. Adult menu allows nice degree of control over presentation, speech, and scorekeeping options. Feedback employs speech. No speech adapter required.

Berenstain Bears Learn About Letters, The

Letter recognition, alphabet

◆◆◆◆◆◆◆ 73 FINAL RATING
◆◆◆◆◆◆ 67 User Friendliness
◆◆◆◆◆◆◆ 79 Educational Value
◆◆◆◆◆◆◆ 74 Instructional Design

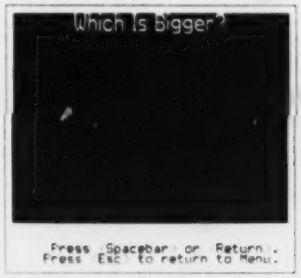
Compton's NewMedia
1991
$39.95
Ages 3-7
IBM* (CGA, VGA, 2.6MB of hard disk space)
LA/4,5,6

Child uses mouse, joystick, or arrows to direct a skateboarding bear through a maze of forest trails. Occasionally, the child must answer a question to pass down a trail (e.g., "What letter does NET start with?") or play one of five letter-recognition games. Limited content. Uses digitized speech. Setup options allow upper/lower-case selection or control over games.

Big and Small

Concepts of big and small

◆◆◆◆◆◆ 66 FINAL RATING
◆◆◆◆◆◆ 69 User Friendliness
◆◆◆◆◆◆◆ 72 Educational Value
◆◆◆◆◆ 59 Instructional Design



Access Unlimited
1988
$25.00
Ages 3-6
Apple
SE/1

Presents two or three objects of varying size. Child indicates which object is largest (or smallest) by pressing any key when an arrow moves next to that object. Management options allow for control over sound or input method (can also be used with single switch). Designed for handicapped users. Color monitor advised.

Big Book Maker

Printing utility program

Not rated

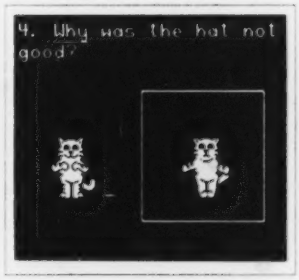
Queue, Inc.
1990
$49.95
Ages 6-12
Apple
CP/4 LA/9

A useful printing utility program for creating book pages. Two double-sided disks. Requires the use of layers of word menus and frequent disk swapping; young children will need help. Pages can be saved or printed in color. Contains five fonts and can produce five page sizes, the largest measuring 25 by 33 inches (sheets must be taped together). Art selection includes 237 items and 22 backgrounds based on popular fairy tales.

Big Red Hat, The

Short "a" sound and reading comprehension

◆◆◆◆◆◆◆ 77 FINAL RATING
◆◆◆◆◆◆ 63 User Friendliness
◆◆◆◆◆◆◆◆ 88 Educational Value
◆◆◆◆◆◆◆◆ 81 Instructional Design



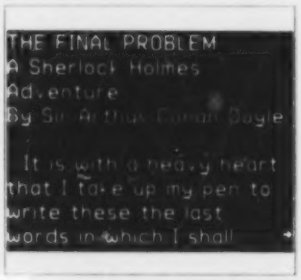
Hartley Courseware
1989
$49.95
Ages 3-6
Apple
LA/5,6,8

Contains 10 lessons on one disk. Each lesson consists of a short story (four to seven paragraphs) and comprehension questions. Child can hear sentences or words with an optional Echo or Ufonic speech synthesizer. Makes use of animated graphics to illustrate stories. Vocabulary builds on the short "a" sound , using C-V-C Dolch words. Includes diagnostic record keeping.

Big Text Machine

Seeing language in print

Not rated


THE FINAL PROBLEM
A Sherlock Holmes
Adventure
By Sir Arthur Conan Doyle
It is with a heavy heart
that I take up my pen to
write these the last
words in which I shall

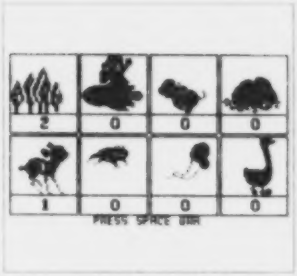
Balloons Software
1992
$35.00
Ages 5-up
Apple
LA/3,9

A utility program designed to display any Apple II ProDOS file in large print. Files can also be printed in large print. Contains a range of display options, including four languages, a choice of screen or print colors, upper- or lower-case display, and nine fonts.

Bike Hike

Memory, recall of objects

◆◆◆◆ 41 FINAL RATING
◆◆◆◆◆ 57 User Friendliness
◆◆◆ 35 Educational Value
◆◆◆ 32 Instructional Design



Merit Software
1985
$9.95
Ages 4-8
Apple*, IBM, C64
OT/1 NB/3

Child first watches objects pass a bicycle, then uses number keys to select objects from a list shown at the end of the ride. Reading required. Two difficulty levels available. Inflexible design allows little child-control.

Bird's Eye View

Perspective and positional relationships

◆◆◆◆◆◆◆ 73 FINAL RATING
◆◆◆◆◆◆◆ 73 User Friendliness
◆◆◆◆◆◆◆◆◆ 98 Educational Value
◆◆◆◆◆ 59 Instructional Design

Hartley Courseware
1987
$49.95
Ages 5-8
Apple*, IBM
SP/3,4 LA/1

A scene is shown with a bird. Views possibly seen by bird appear in a box. Child uses spacebar to select which view bird sees, based on the bird's location. Other activities allow moving the bird to correspond to a view shown. Management keeps records and allows teacher-control over the presentation.

Bears Tell Time, The

Clock skills

◆◆◆◆◆◆ 68 FINAL RATING
◆◆◆◆◆◆ 64 User Friendliness
◆◆◆◆◆◆◆◆ 82 Educational Value
◆◆◆◆◆◆ 63 Instructional Design

Queue, Inc.
1987
$39.95
Ages 3-7
Apple*, Mac
TI/9 NB/4

Three activities: Telling Time—child sees clock and must type in the time shown. Setting The Clock—child sees a digital time and must set the clock hands to match. Time Trials—a faster version of the first activity, keeps score. Clear, colorful graphics. Some reading required.

Body Awareness

Location of body parts

◆◆◆◆◆◆ 64 FINAL RATING
◆◆◆◆◆◆◆◆ 82 User Friendliness
◆◆◆◆◆◆ 65 Educational Value
◆◆◆◆◆ 50 Instructional Design

Mindscape, Inc.
1983
$61.00
Ages 3-6
Apple
SP/5 LA/5

Three games on body parts. Child selects Y, N, ?, or ESCAPE for each problem. Provides practice with body part locations, names of body parts, and seasonal clothing. Provides performance summary and allows selection for number of rounds, season, and timing of cursor movement. No reading required.

Bouncy Bee Learns Letters 1.0

Letter recognition

◆◆◆◆◆◆◆ 72 FINAL RATING
◆◆◆◆ 42 User Friendliness
◆◆◆◆◆◆◆◆◆ 97 Educational Value
◆◆◆◆◆◆◆◆ 81 Instructional Design

EduQuest
1985
$54.00
Ages 4-8
IBM
LA/4

Four games: Game 1 introduces a letter. Games 2-4 provide practice with the letter in a game context using the spacebar and arrows. Management can track up to 225 children and automatically adjusts difficulty. Independent of "Writing to Read." Speech attachment optional.

Bouncy Bee Learns Words 1.0

Word knowledge

◆◆◆◆◆◆ 62 FINAL RATING
◆◆◆◆ 44 User Friendliness
◆◆◆◆◆◆◆◆ 87 Educational Value
◆◆◆◆◆◆ 61 Instructional Design

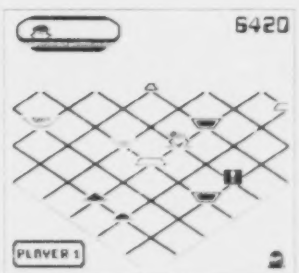
EduQuest
1985
$54.00
Ages 5-10
IBM
LA/5

Four activities using common words in game context. Child uses arrow keys and spacebar to match words with pictures, pick a word from one or more distractors, or identify a word as it is formed by marching ants. Management system can track 150 children. Menu requires reading. Speech synthesizer is optional.

Bozons' Quest

Cognitive strategies, left/right skills

◆◆◆◆◆◆◆ 78 FINAL RATING
◆◆◆◆◆◆◆◆ 83 User Friendliness
◆◆◆◆◆◆◆ 71 Educational Value
◆◆◆◆◆◆◆ 79 Instructional Design



Laureate Learning Systems
1989
$65.00
Ages 4-up
Apple
SP/4 TI/5 NB/3

Enjoyable game in which child uses left and right arrows to move creature through a grid. A voice labels each move with the direction "left" or "right" (Echo speech synthesizer required). Points are scored by capturing certain objects and avoiding obstacles. Can be used with variety of input devices, including TouchWindow. For one or two players.

Brand New View, A

Language experience

◆◆◆◆◆◆◆◆ 89 FINAL RATING
◆◆◆◆◆◆◆◆ 85 User Friendliness
◆◆◆◆◆◆◆◆◆◆ 94 Educational Value
◆◆◆◆◆◆◆◆◆◆ 91 Instructional Design

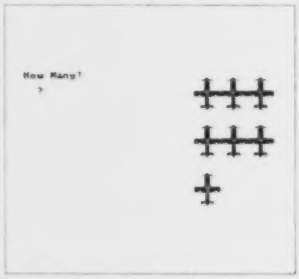
D. C. Heath & Company
1988
$75.00
Ages 5-10
Apple (128K)
LA/2,3,5,9 CP/4 SP/4,7

Children use mouse, Koala Pad, joystick, or arrow keys to select or move objects, backgrounds, words, or characters of a story. They can also add their own words. Resulting stories can be saved and printed in color. Includes four copies of the storybook. Good design. Fun to use.

Brandon's Bigbox

Letter recognition

◆◆◆◆◆ 51 FINAL RATING
◆◆◆ 35 User Friendliness
◆◆◆◆◆◆◆ 71 Educational Value
◆◆◆◆◆ 52 Instructional Design



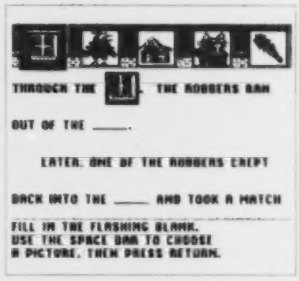
Software Excitement!
1989
Shareware
Ages 3-7
IBM (CGA)
LA/4,5 OT/1 NB/3

Twenty-two simple activities on one disk: matching letters; upper/lower-case matching; counting up to 9; addition facts with sums to 9; flash card word drill (custom words can be entered); matching words; counting by 2s and 4s; and concentration. Rather dry presentation at times. Menu requires adult help. A range of activities at a low price.

Bremen Town Musicians

Homonyms, context clues, comprehension

◆◆◆◆ 45 FINAL RATING
◆◆◆◆◆ 53 User Friendliness
◆◆◆◆◆ 54 Educational Value
◆◆◆ 35 Instructional Design


THROUGH THE
THE ROBBERS RAN
OUT OF THE ____.
EATER. ONE OF THE ROBBERS CREPT
BACK INTO THE ____ AND TOOK A MATCH
FILL IN THE FLASHING BLANK.
USE THE SPACE BAR TO CHOOSE
A PICTURE. THEN PRESS RETURN.

Troll Associates
1987
$39.95
Ages 5-8
Apple
LA/5,7 SP/4

Three games: Rebus—child places pictures on blank lines in text of story to complete the tale. Stepping Stones—child moves along a path, selecting homonyms to earn moves, e.g., "Bremen was weigh/way off." Mystery—child solves rebus puzzle. Best for ages 6 and up. Includes book.

Build-A-Scene

Cause/effect

◆◆◆◆◆◆◆◆ 84 FINAL RATING
◆◆◆◆◆◆◆◆ 88 User Friendliness
◆◆◆◆◆◆◆◆ 80 Educational Value
◆◆◆◆◆◆◆◆ 85 Instructional Design

R. J. Cooper & Associates
1991
$75.00 (Free preview copy)
Ages 2-up
Apple
TI/2

Child uses single switch, spacebar, or TouchWindow to control activities on a computer screen. In a beach scene, for example, a child can cause a boy to kick a ball. Several of the actions are animated or labeled in digitized speech (Echo required for speech). Four scenes are available: beach, breakfast, park, and zoo. Menu requires adult setup. Approximately 30 actions per scene. Designed for use in special education settings.

Bumble Games

Plotting (x,y) points on a grid

◆◆◆◆ 49 FINAL RATING
◆◆◆◆◆ 55 User Friendliness
◆◆◆◆◆ 50 Educational Value
◆◆◆◆◆ 51 Instructional Design

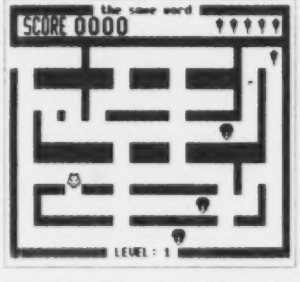
The Learning Company
1982
$59.95 (school edition)
Ages 5-10
Apple
NB/1

Six games from easy to hard provide practice for plotting points on grid. Whether or not content is applicable to early childhood is at issue. Menu requires reading. School edition includes curriculum materials.

Cat 'n Mouse

Relational concepts

◆◆◆◆◆◆ 65 FINAL RATING
◆◆◆◆◆◆◆ 74 User Friendliness
◆◆◆◆◆ 55 Educational Value
◆◆◆◆◆◆ 63 Instructional Design



MindPlay
1984
$49.99
Ages 5-12
Apple*, IBM
LA/6

A maze game in which child earns points by moving a mouse (with joystick, mouse, or arrow keys) away from a hungry cat and correctly matching homonyms, antonyms, and picture words. Adult can add own words or change other features of the program.

Caveman Clockwork

Time concepts

◆◆◆◆ 45 FINAL RATING
◆◆◆◆ 43 User Friendliness
◆◆◆◆◆◆ 65 Educational Value
◆◆◆◆ 42 Instructional Design

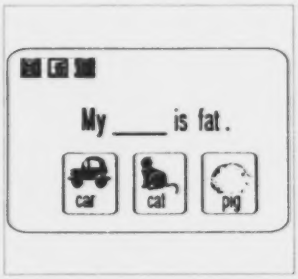
BL Educational Software
1988
$39.95
Ages 4-8
IBM (VGA)
TI/9

Two parts: tutoring and practice. Tutoring describes the rationale for keeping time and illustrates 5-, 10-, 15-, 30-, and 60-minute time units, also showing the syntax for writing time. In the practice component, the child must type in the correct time on the clock shown. Rather dry presentation. Reading required.

CCC Instructional System

Instructional practice in all curriculum areas

◆◆◆◆◆◆◆ 78 FINAL RATING
◆◆◆◆◆◆◆ 75 User Friendliness
◆◆◆◆◆◆◆◆ 88 Educational Value
◆◆◆◆◆◆◆ 74 Instructional Design



Computer Curriculum Corp.
1989
Starts at $1400.00
Ages 5-17
Atari (1040ST) and other customized hardware
LA/1-10 NB/1-8 CL/2 SP/1,4 OT/1,3

A networked computer system providing individualized instruction in math, reading, and language arts for K-12. Contains around 2200 hours of instruction. Management system adjusts to student's level and keeps records of progress. Prints individualized worksheets. Quality graphics, sound, and speech. We reviewed only K-1 levels.

Charlie Brown's 1-2-3's

Numeral recognition, counting

◆◆◆◆◆◆ 67 FINAL RATING
◆◆◆◆◆◆ 60 User Friendliness
◆◆◆◆◆◆◆ 78 Educational Value
◆◆◆◆◆◆ 69 Instructional Design

Queue, Inc.
1985
$29.95
Ages 3-7
Apple
NB/3,4,8

Child selects a numeral and then uses spacebar or number keys to count out the number. Correct response makes 1 of 16 animated Peanuts scenes appear. Good sound and graphics. Enjoyable program.

Charlie Brown's ABC's

Letter recognition & association

◆◆◆◆◆◆ 64 FINAL RATING
◆◆◆◆ 47 User Friendliness
◆◆◆◆◆◆◆ 70 Educational Value
◆◆◆◆◆◆◆ 71 Instructional Design

Queue, Inc.
1984
$29.95
Ages 3-7
Apple*, IBM, IIGS
LA/4

Child presses any letter to see tutorial screen on the letter (letter and picture). Finding and pressing the letter again on the keyboard animates the picture with Peanuts Gang characters. Disk must be turned over to access entire alphabet. Fun to use. Potential starter program. IIGS and IBM version have speech capacity (IBM requires Digispeech Card).

Children's Switch Progressions

Cause and effect, progressions

◆◆◆◆◆◆ 65 FINAL RATING
◆◆◆◆◆ 59 User Friendliness
◆◆◆◆◆◆ 65 Educational Value
◆◆◆◆◆◆ 69 Instructional Design

R. J. Cooper & Associates
1987
$75.00 (Free preview copy)
Ages 2-up
Apple*, IBM
TI/1,6

Child controls an eight-step animated sequence, such as crossing the street or changing channels on a TV, by using a single switch, the open APPLE key, or a TouchWindow. Use of an Echo speech synthesizer allows instructions to be spoken. Setup options allow control of reaction time and use of sign language (ASL) prompts. Menu requires reading.

Children's Writing & Publishing Center

Creative writing, creating printed material

◆◆◆◆◆◆◆◆ 86 FINAL RATING
◆◆◆◆◆◆◆◆ 80 User Friendliness
◆◆◆◆◆◆◆◆◆ 98 Educational Value
◆◆◆◆◆◆◆◆ 87 Instructional Design

The Learning Company
1988
$89.95 (school edition)
Ages 7-up
Apple*, IBM
LA/9 CP/4 OT/4

An easy-to-use two-disk program for use by older children or early childhood teachers. Combines word-processing features with a 159-picture graphics library. Picture menus allow user to select fonts (8 available), add pictures, save files on disk, or print (in color, with Imagewriter II). Compatible with "The Print Shop" graphics. Great for teachers.

Chip 'n Dale

Entertainment

◆◆◆◆◆ 53 FINAL RATING
◆◆◆◆◆◆ 69 User Friendliness
◆◆◆◆ 46 Educational Value
◆◆◆◆ 45 Instructional Design

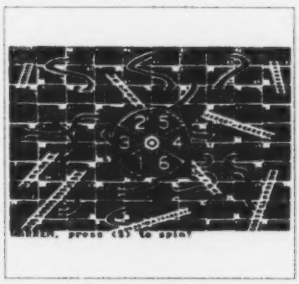
Hi Tech Expressions
1990
$14.95
Ages 5-up
IBM (CGA or EGA)
TI/1,3,4

An arcade-style game in which children use arrows or joystick to move chipmunks through nine screens of obstacles (e.g., dogs, fire balls, and grabbing hands). Each successful screen earns one part for a spaceship, which is completed at the end of the game. Good graphics. Fun game. Slow in loading from disk drive. Limited learning value.

Chutes and Ladders

Counting

◆◆◆◆◆ 58 FINAL RATING
◆◆◆◆◆◆ 65 User Friendliness
◆◆◆◆◆ 59 Educational Value
◆◆◆◆◆ 50 Instructional Design



GameTek/IJE, Inc.
1988
$11.96
Ages 4-7
IBM
NB/3

A computerized version of the Milton Bradley board game. Child first spins a spinner to move a playing piece on a 100-space game board with ladders (which move a player ahead) or chutes (which set a player back). Play is for one to four players, or against the computer. Some technical problems, e.g., no control over sound.

City Country Opposites

Word meanings through context

◆◆◆◆◆◆◆ 78 FINAL RATING
◆◆◆◆◆◆◆ 74 User Friendliness
◆◆◆◆◆◆◆◆ 87 Educational Value
◆◆◆◆◆◆◆ 76 Instructional Design

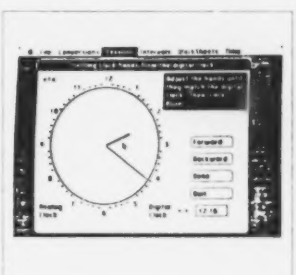
Queue, Inc.
1986
$39.95
Ages 3-7
Apple
SE/1 TI/1

Presents and illustrates 20 antonym pairs. Child uses left and right arrows to alternate between pictures illustrating antonyms, e.g., push/pull. Easy to use. Good level of child-control. Includes scenes from city and country environments. Limited content.

Clock Works

Clock-reading skills, units of time

◆◆◆◆◆◆◆ 72 FINAL RATING
◆◆◆◆◆◆◆◆ 80 User Friendliness
◆◆◆◆◆◆◆◆ 83 Educational Value
◆◆◆◆◆ 56 Instructional Design



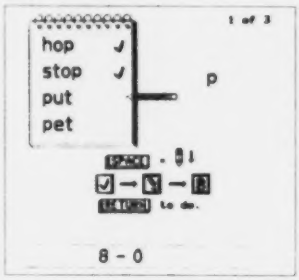
Nordic Software, Inc.
1986
$14.95
Ages 4-10
Mac
TI/9 NB/3

Contains five clock lessons on analog and digital watches, using time expressions and time units. Prints worksheets to go with lessons. Offers a variety of content and lesson setups. Includes a game, called 4 in a Row, that is a strategy game played against a friend or the computer.

Clue in on Phonics

Practice with letter sounds

◆◆◆◆◆◆◆ 71 FINAL RATING
◆◆◆◆◆◆ 61 User Friendliness
◆◆◆◆◆◆◆◆ 82 Educational Value
◆◆◆◆◆◆◆ 72 Instructional Design



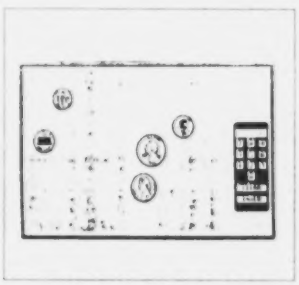
Gamco Industries, Inc.
1989
$49.95
Ages 5-8
Apple*, C64, TRS, IBM
LA/4,5,6,7

Child uses spacebar, RETURN, and arrows to move a marker to identify a blend, digraph, or dipthong in a word; to create a word by combining the correct clusters of letters; to move the letter "e" to an appropriate word; or to match vowel sounds. Keeps up to 200 student records. Good scores are rewarded with a chance to play an arcade-style game.

Coin Works

Value of coins

◆◆◆◆◆◆◆ 71 FINAL RATING
◆◆◆◆◆◆◆◆ 81 User Friendliness
◆◆◆◆◆◆ 69 Educational Value
◆◆◆◆◆◆ 63 Instructional Design



Nordic Software, Inc.
1986
$14.95 (Free preview copy)
Ages 4-12
Mac
NB/3,7 TI/3,4,5

Uses a set of U.S. coins to provide practice counting money, making change, and comparing coin value. For a given coin, child can click mouse to hear computer say value. Teacher options include control over presentation and generation of worksheets. Also includes a game in which child moves mouse to deflect a bouncing ball to earn points.

Color 'n' Canvas

Visual art, drawing, painting, symmetry

◆◆◆◆◆◆◆◆◆ 91 FINAL RATING
◆◆◆◆◆◆◆◆ 86 User Friendliness
◆◆◆◆◆◆◆◆◆ 91 Educational Value
◆◆◆◆◆◆◆◆◆ 95 Instructional Design

Wings for Learning
1990
$99.00 (school edition)
Ages 6-up
IIGS (1 mb)
CP/1,4 SP/4,8 LA/9

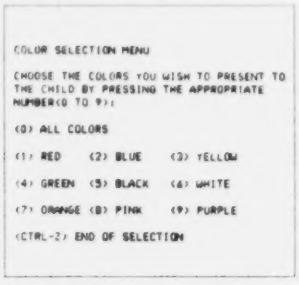
An easy-to-use drawing program with powerful features. Ideal for elementary classrooms. Drawing tools include geometric shapes, cut-and-paste, lines and rays, fill, magnify, and a variety of brush sizes. Allows "mixing" of color elements. Teacher options include adjustment for different grade levels. Text can be added in a range of styles and sizes. Pictures can be printed or saved.

BEST COPY AVAILABLE

Color Find

Matching colors

◆◆◆◆◆◆ 69 FINAL RATING
◆◆◆◆◆◆◆ 77 User Friendliness
◆◆◆◆◆◆ 69 Educational Value
◆◆◆◆◆◆ 63 Instructional Design


COLOR SELECTION MENU
CHOOSE THE COLORS YOU WISH TO PRESENT TO THE CHILD BY PRESSING THE APPROPRIATE NUMBER(0 TO 9):
(0) ALL COLORS
(1) RED (2) BLUE (3) YELLOW
(4) GREEN (5) BLACK (6) WHITE
(7) ORANGE (8) PINK (9) PURPLE
(CTRL-Z) END OF SELECTION

E.C.S.
1985
$19.95
Ages 2.5-5
Apple
CL/2

A simple drill-and-practice program on nine colors. When a color fills the screen, child presses correspondingly colored sticker on the keyboard. (Stickers included.) Responses are recorded. Echo speech synthesizer optional to say "press a color."

Color Me

Drawing, creating

◆◆◆◆◆◆◆◆ 89 FINAL RATING
◆◆◆◆◆◆◆◆ 88 User Friendliness
◆◆◆◆◆◆◆◆◆ 91 Educational Value
◆◆◆◆◆◆◆◆ 87 Instructional Design

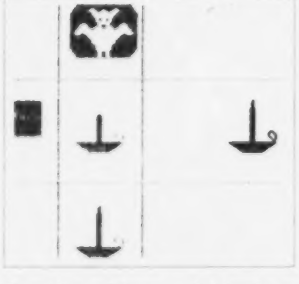
Mindscape, Inc.
1986
$55.00
Ages 3-10
Apple*, IBM, C64
CP/1,4 LA/3

Easy-to-use program. Our youngest children could use this program with success. Requires Koala Pad, mouse, or joystick. Child can draw, select colors, or write. Pictures can be printed in color and saved. Includes book, puppet, and picture disk.

Colors and Shapes

Color ID, visual discrimination

◆◆◆◆◆◆◆ 76 FINAL RATING
◆◆◆◆◆◆◆◆ 84 User Friendliness
◆◆◆◆◆◆◆◆ 88 Educational Value
◆◆◆◆◆ 59 Instructional Design



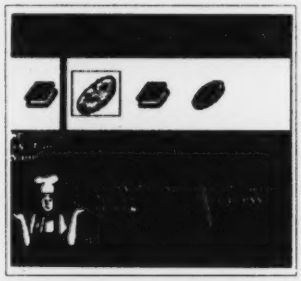
Hartley Courseware
1984
$45.95
Ages 3-6
Apple
CL/1 SE/1

Consists of four activities based on matching of shapes and colors. Makes use of picture menus. Options for speed, sound, and three levels of difficulty for each activity, selected by child. Well-designed program.

Comparison Kitchen

Compare and categorize pictures

◆◆◆◆◆◆◆ 72 FINAL RATING
◆◆◆◆◆◆ 62 User Friendliness
◆◆◆◆◆◆◆◆ 89 Educational Value
◆◆◆◆◆◆◆ 70 Instructional Design



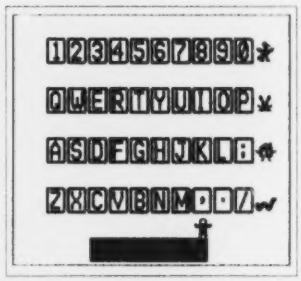
DLM
1985
$32.95
Ages 4-8
Apple*, IBM
CL/1,2 SP/8 NB/1

Six games provide experience matching shapes, colors, and sizes. Child uses spacebar and RETURN to make selections. Menu requires reading. Color monitor recommended.

Computergarten

Keyboard skills, computer terms

◆◆ 27 FINAL RATING
◆◆◆ 34 User Friendliness
◆◆ 28 Educational Value
◆◆ 21 Instructional Design



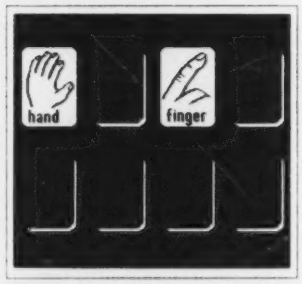
Scholastic Software, Inc.
1984
$59.95
Ages 4-6
Apple*, C64
OT/1,2,3 LA/4

A workbook set, 4' by 8' keyboard-on-the-floor, teacher's edition, and game disk are designed to teach children keyboard skills, parts of the computer, and programming in LOGO and BASIC. Includes 53 lessons. Ratings apply to software only.

Concentrate!

Short-term memory skills

◆◆◆◆◆◆◆◆ 80 FINAL RATING
◆◆◆◆◆◆ 68 User Friendliness
◆◆◆◆◆◆◆◆◆ 96 Educational Value
◆◆◆◆◆◆◆ 73 Instructional Design



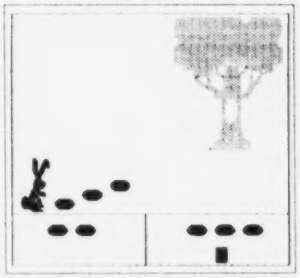
Laureate Learning Systems
1988
$95.00
Ages 3-up
Apple
OT/1 CL/2 LA/1,5,6

A simple game of Concentration, in which 6, 8, or 12 boxes appear face down on the screen. Child uses TouchWindow (optional) to select two boxes with matching words, which computer reads aloud as they are selected (Echo speech synthesizer, optional). Includes 40 words. Adult setup required. Keeps records. For one or two players.

Conservation and Counting

Counting skills

◆◆◆◆◆◆◆ 71 FINAL RATING
◆◆◆◆◆◆◆ 78 User Friendliness
◆◆◆◆◆◆◆◆ 81 Educational Value
◆◆◆◆◆ 56 Instructional Design



Hartley Courseware
1985
$45.95
Ages 3-6
Apple
NB/1,2,3,4

Four games in which child uses spacebar and RETURN to match sets of objects, to match numbers with sets, and to estimate quantities, all with numbers less than 10. Three levels to each game. Child can select own level or activity, using picture menus. Limited teacher options.

Consonant Capers

Letter and upper/lower-case recognition

◆◆◆◆◆◆ 64 FINAL RATING
◆◆◆◆◆◆◆ 72 User Friendliness
◆◆◆◆◆◆◆ 74 Educational Value
◆◆◆◆◆◆ 63 Instructional Design

Hartley Courseware
1989
$119.95
Ages 5-6
Apple (Echo or Ufonic synthesizer required)
LA/4,5

Four disks cover 20 consonant sounds. Each disk contains three tutorial-style activities: typing the initial consonant, matching the consonant with a picture, and choosing the picture with a given consonant. A letter matching game is used for application. Good sounds. Blocky graphics. Rigid design is scripted and leaves little child-control. Includes masters of worksheets.

Costume Ball, The

Variety of basic skills

◆◆◆◆◆◆ 62 FINAL RATING
◆◆◆◆◆◆◆ 76 User Friendliness
◆◆◆◆◆◆◆ 76 Educational Value
◆◆◆◆ 43 Instructional Design

DIL, Intl.
1986
$188.00
Ages 2-8
Apple, IBM
CL/2 SP/5 OT/1

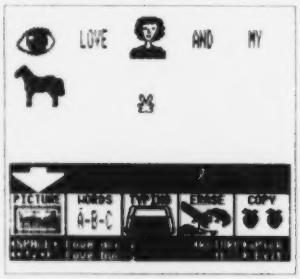
Six disks cover a range of topics, such as hot and cold, sharp and not sharp, occupations, transportation, and other thematic material. Provides simple, but limited, activities. Includes overlays to use with WonderWorker touch tablet (recommended).

OT = Other topics **SE** = Seriation **SP** = Spatial relations **TI** = Time * = Version reviewed

Cotton Tales

Word processing, language development

◆◆◆◆◆◆◆ 78 FINAL RATING
◆◆◆◆◆◆ 68 User Friendliness
◆◆◆◆◆◆◆◆ 88 Educational Value
◆◆◆◆◆◆◆◆ 81 Instructional Design



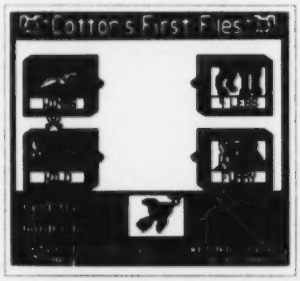
MindPlay
1987
$49.99
Ages 4-8
Apple*, IBM, Mac
LA/3,4,5,8,9 CP/4

Child uses spacebar, arrow keys, RETURN, and ESCAPE to manipulate menus to select pictures, select words, or type in own words to create stories. Work can be printed. Library contains 192 pictures and 616 words. Up to 168 additional words can be added. Can be used with a color printer. Spanish version also available.

Cotton's First Files

Beginning database management, animals

◆◆◆◆◆◆◆ 77 FINAL RATING
◆◆◆◆◆◆ 68 User Friendliness
◆◆◆◆◆◆◆◆ 88 Educational Value
◆◆◆◆◆◆◆ 78 Instructional Design



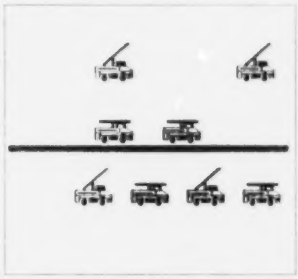
MindPlay
1988
$49.99
Ages 5-up
Apple
CL/2,3,4,5,6 CP/4

Four activities: Peek and Find—child sees animal (e.g., cat) and picks its category. File Hunt—child sees animal and picks which of 10 categories animal is in. Clue Search—child finds animal, using attribute clues. Custom databases (category sets) can be constructed. Instructions spoken with Echo speech synthesizer. Includes 200 animals. Prints "animal data cards."

Counters

Counting experiences

◆◆◆◆◆◆ 69 FINAL RATING
◆◆◆◆ 47 User Friendliness
◆◆◆◆◆◆◆◆ 87 Educational Value
◆◆◆◆◆◆◆ 77 Instructional Design



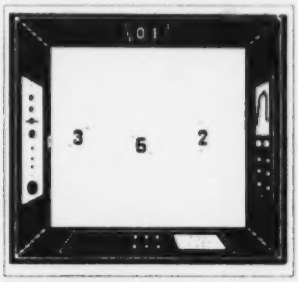
Wings for Learning
1983
$65.00
Ages 3-6
Apple
NB/2,3,4

Consists of three counting, addition, and subtraction activities, all with numbers less than 10. Child matches sets of objects one at a time using the spacebar or all at once using a number key. Strong content. Adult help required.

Counting and Ordering

1-9 counting, numeral recognition

◆◆◆◆◆ 56 FINAL RATING
◆◆◆◆ 45 User Friendliness
◆◆◆◆◆◆◆ 71 Educational Value
◆◆◆◆◆ 56 Instructional Design



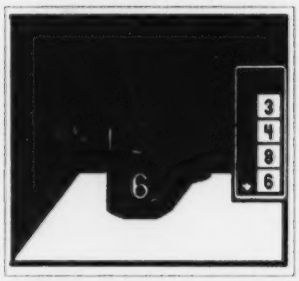
Micro Power & Light Company
1986
$29.95
Ages 4-6
Apple
NB/3,6

Contains two games: Crater Jumper—child counts the height of a jump to get a spaceman out of a crater. Enjoyable game. Meteor Shower—two to four numbered meteors pass by the screen. To earn points, child must press the key for the largest of the numbers. Some reading required.

Counting Critters 1.0

Counting and early math concepts

◆◆◆◆◆◆◆◆ 81 FINAL RATING
◆◆◆◆◆◆ 68 User Friendliness
◆◆◆◆◆◆◆◆◆ 99 Educational Value
◆◆◆◆◆◆◆◆ 81 Instructional Design



MECC
1985
$39.95
Ages 3-6
Apple (64K)
NB/3,4,7,8 CL/2

Five games on one disk. Child uses arrow keys and number keys to match numerals from 1-20, match sets with numerals, create a set corresponding to a given numeral, and use numerical order to fill in a dot-to-dot design. Clear graphics and sounds support content. Allows teacher modification.

Country Combo

Creative experience

◆◆ 26 FINAL RATING
◆◆ 25 User Friendliness
◆◆ 29 Educational Value
◆◆ 24 Instructional Design

Micro Power & Light Company
1982
$29.95
Ages 3-6
Apple
CL/1,3 CP/4

Offers a 25-square grid in which child can place 1 of 37 pieces by (1) selecting the piece and (2) typing the numeral of the location on the grid. Game too hard for young children. Reading required. Clumsy design.

Creature Chorus

Cause & effect, switch use, visual tracking

◆◆◆◆◆◆◆ 78 FINAL RATING
◆◆◆◆◆◆◆ 75 User Friendliness
◆◆◆◆◆◆◆◆ 83 Educational Value
◆◆◆◆◆◆◆ 78 Instructional Design

Laureate Learning Systems
1987
$85.00
Ages "Lower cognitive functioning" children and adults
Apple
TI/1,2

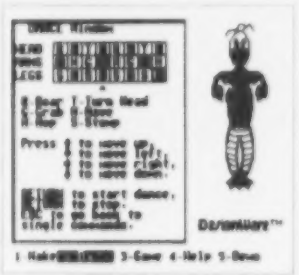
Six games on one disk. Child uses a TouchWindow, single switch, or spacebar to cause up to eight creatures to move or make sounds. Each reaction of the child yields a reaction of the critter on the screen. Requires an Echo speech synthesizer. Adult setup is required.

Creature Creator

Pattern matching, programming

◆◆◆◆◆◆ 62 FINAL RATING
◆◆◆◆ 46 User Friendliness
◆◆◆◆◆◆◆ 78 Educational Value
◆◆◆◆◆◆ 66 Instructional Design

Compton's New Media
1983
$9.95
Ages 4-8
Apple*, IBM
TI/6 LA/10



Child chooses parts of monster and makes it dance, or matches the movements of another monster. Child uses spacebar and RETURN to select monster's parts. Monster's movements can be programmed. Some reading required. Similiar in design to "Facemaker." Will not run on the Apple IIGS.

Curious George Goes Shopping

Classifying into categories, such as food, pets

◆◆◆◆◆◆ 65 FINAL RATING
◆◆◆◆◆ 53 User Friendliness
◆◆◆◆◆◆◆ 73 Educational Value
◆◆◆◆◆◆ 69 Instructional Design

DLM
1989
$24.95
Ages 4-8
Apple (2-sided disk)
CL/2,3,4

Includes three classification activities and an interactive story. Child uses the spacebar to indicate when an object belongs, when it is similar, or when it does not belong. Requires some reading. Good graphics, but limited content.

Curious George in Outer Space

Size comparisons

◆◆◆◆◆◆ 62 FINAL RATING
◆◆◆◆◆◆ 62 User Friendliness
◆◆◆◆◆◆◆ 78 Educational Value
◆◆◆◆◆ 51 Instructional Design

DLM
1989
$24.95
Ages 4-8
Apple
SE/1 CL/2

A computerized storybook in which Curious George blasts off in a rocket for the moon, where he solves multiple-choice size comparison problems (tall and short, long and short, big and small) to get home. Includes a tutorial. Requires switching disk sides. Reading required. Limited content.

Curious George Visits the Library

Position words (up, down, in, out, etc.)

◆◆◆◆◆ 59 FINAL RATING
◆◆◆◆◆ 53 User Friendliness
◆◆◆◆◆◆ 67 Educational Value
◆◆◆◆◆ 58 Instructional Design

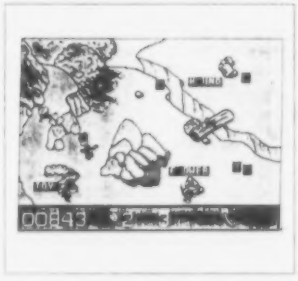
DLM
1989
$24.95 ($62.00 for lab version)
Ages 4-8
Apple*, IBM
SP/4

Child indicates when George is illustrating a position word, matches a position word with a scene, or types the position word illustrated in a scene. Good graphics. Requires simple reading for independent operation. Adult help is required to get started.

Daffy Duck, P.I.

Spelling practice

◆◆◆◆◆◆◆ 72 FINAL RATING
◆◆◆◆◆◆◆ 75 User Friendliness
◆◆◆◆◆◆◆◆ 82 Educational Value
◆◆◆◆◆◆ 63 Instructional Design



Hi Tech Expressions
1991
$11.95
Ages 6-8
IBM (CGA or VGA)
LA/5 TI/3

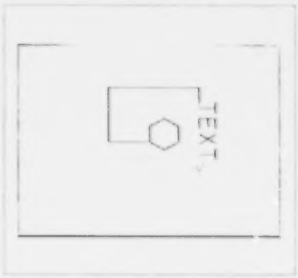
Child uses arrows or joystick to move a duck around a maze and collect missing letters to words while avoiding hazards (e.g., hunters). Correct matches earn points and advance player to more difficult levels. Includes word-search puzzles. A fun game that effectively combines arcade-style play with spelling concepts.

BEST COPY AVAILABLE

Delta Drawing Today

Drawing, programming concepts

◆◆◆◆◆◆◆◆ 81 FINAL RATING
◆◆◆◆◆◆ 60 User Friendliness
◆◆◆◆◆◆◆◆ 88 Educational Value
◆◆◆◆◆◆◆◆ 89 Instructional Design



Power Industries LP
1990
$69.95
Ages 5-8
IBM
SP/4 CP/1,3,4

Offers a creative context in which single commands create pictures (e.g., "D" to draw, "R" to turn right). Each command used in drawing picture is stored as a program, which can be edited. Pictures can be printed or saved. Similar to LOGO computer language.

Designasaurus

Dinosaurs

◆◆◆◆◆ 57 FINAL RATING
◆◆◆◆ 47 User Friendliness
◆◆◆◆◆◆ 67 Educational Value
◆◆◆◆◆◆ 60 Instructional Design

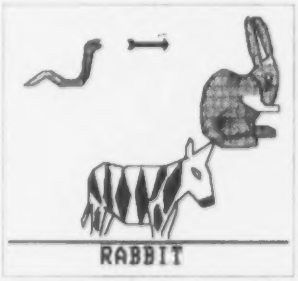
Compton's New Media
1987
$39.95
Ages 4-up
Apple*, IBM, Amiga, C64
CP/4 SP/5 TI/5

Three dinosaur-related activities on two disks: Build-A-Dinosaur—child creates a dinosaur by combining the head, body, and tail fossils of eight dinosaurs. Walk-A-Dinosaur—child controls a dinosaur as it survives through four ecosystems. Print-A-Dinosaur—prints dinosaur scenes in two sizes. Printer recommended. Requires reading and adult help. *Designasaurus II* for ages 7–14 is also available.

Developing Language Skills

Knowledge of words

◆◆◆◆ 45 FINAL RATING
◆◆◆◆◆ 57 User Friendliness
◆◆◆◆ 41 Educational Value
◆◆◆ 38 Instructional Design



Queue, Inc.
1983
$289.95
Ages 3-6
Apple
LA/1 NB/4 SP/5

Twelve disks (sold separately for $34.95) and picture books, each with 32 words about toys, clothes, food, furniture, animals, transportation, body parts, action words, outside/inside, play, colors, and numbers. Child uses arrows and RETURN to match words with pictures. Keeps records for up to 50 children. Little child-control.

Dino Speller

Alphabetization, letter/word recognition

◆◆◆◆◆◆ 63 FINAL RATING
◆◆◆◆◆ 58 User Friendliness
◆◆◆◆◆◆◆ 75 Educational Value
◆◆◆◆◆◆ 61 Instructional Design

Troll Associates
1992
$39.95
Ages 5-7
Apple
LA/4,5,6

Three activities on one disk: (1) Dino Match shows three words starting with the same letter. Child selects the first alphabetically, using spacebar and RETURN. (2) Dino Spell shows a partially spelled word. Child types in missing letter. (3) Dino Dictionary shows an item (e.g., a bed). Child types starting letter. Contains three 26-word lists that can be interchanged with a teacher's menu. Rather dry presentation.

Dinosaur Days Plus

Creation of writing and graphics

◆◆◆◆◆◆ 69 FINAL RATING
◆◆◆◆ 46 User Friendliness
◆◆◆◆◆◆◆◆ 83 Educational Value
◆◆◆◆◆◆◆◆ 81 Instructional Design

Queue, Inc.
1988
$49.95
Ages 5-up
Apple*, IBM
CP/4 LA/3,6,9

Child selects from a variety of clip-art (heads, plants, legs, etc.) to create a dinosaur scene that can be saved or printed in color. Words can be added and pronounced with the Echo speech synthesizer (optional). Our five-year-olds loved the graphics but needed help flipping between the two disks and using written menus.

Dinosaurs

Reading, math, and memory skills

◆◆◆◆◆◆ 65 FINAL RATING
◆◆◆◆◆◆◆ 77 User Friendliness
◆◆◆◆◆◆◆ 72 Educational Value
◆◆◆◆◆ 51 Instructional Design

Advanced Ideas, Inc.
1984
$39.95 ($34.95 for C64)
Ages 2.5-5
Apple*, IBM, C64
CL/1,2

Games about six dinosaur breeds include matching an outline to its twin; classifying dinosaurs by what they ate, where they lived; and recognizing their written names. Uses a picture menu. Includes stickers and coloring book.

Dinosaurs Are Forever

Coloring pictures

◆◆◆◆◆◆◆◆ 80 FINAL RATING
◆◆◆◆◆◆◆ 79 User Friendliness
◆◆◆◆◆◆◆ 73 Educational Value
◆◆◆◆◆◆◆◆ 84 Instructional Design

Merit Software
1988
$29.95
Ages 3-up
Apple* (128K), IBM, C64
CP/1,4 SP/4

A coloring program with 26 blank dinosaur pictures on one disk. Child moves cursor with mouse, joystick, or arrow keys to fill in sections of a picture with one of 16 available colors. Prints in color. Mouse and color monitor recommended. Very easy to use. Prints picture with calendar, banner, or message.

Diskovery Adding Machine

Counting, addition skills

◆◆◆◆◆◆ 69 FINAL RATING
◆◆◆◆◆ 54 User Friendliness
◆◆◆◆◆◆◆◆ 80 Educational Value
◆◆◆◆◆◆◆ 74 Instructional Design

Queue, Inc.
1984
$39.95
Ages 4-8
Apple
NB/1,3,7,9

Three games: Counting—child counts and combines two sets. Number Matching—child counts two uneven sets to determine the greater. Adding Facts—child practices addition problems. Some reading required. Management prints and records child's performance.

Diskovery Take Away Zoo

Counting, subtraction practice

◆◆◆◆◆◆ 68 FINAL RATING
◆◆◆◆◆ 52 User Friendliness
◆◆◆◆◆◆◆◆ 82 Educational Value
◆◆◆◆◆◆◆ 73 Instructional Design

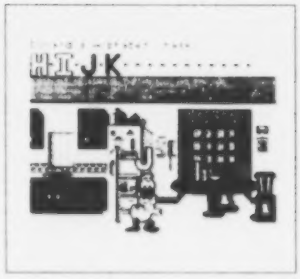
Queue, Inc.
1984
$39.95
Ages 4-8
Apple
NB/3,4,9

Three games on one disk. Child uses arrow keys to remove animals from sets, illustrating subtraction problems. Progresses to traditional subtraction drill, using numbers up to 9. Management prints and records child's performance.

Donald's Alphabet Chase

Letter recognition, alphabetical order

◆◆◆◆◆◆◆ 75 FINAL RATING
◆◆◆◆◆◆◆◆ 82 User Friendliness
◆◆◆◆◆◆◆ 76 Educational Value
◆◆◆◆◆◆◆ 70 Instructional Design



Walt Disney Software
1990
$14.95
Ages 2-5
Apple*, IBM, C64
LA/4

A simple letter search game. A scene (e.g., a kitchen) with five hidden letters is shown. The same five letters are displayed in alphabetical order at the top of the screen. When child presses one of the visible letters, the alphabet song plays as the matching hidden letter becomes animated and is captured. Keyboard is somewhat unresponsive at times. Upper-case letters only. Our children liked Donald's entertaining, animated routines.

Dr. Peet's PictureWriter

Language, counting

◆◆◆◆◆◆◆◆ 83 FINAL RATING
◆◆◆◆◆◆◆◆ 81 User Friendliness
◆◆◆◆◆◆◆◆ 80 Educational Value
◆◆◆◆◆◆◆◆ 87 Instructional Design

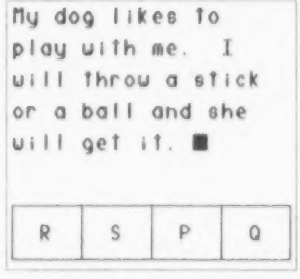
Dr. Peet's Software
1982
$69.95
Ages 1½-6
Mac
LA/2,3,4,5,6,8 NB/4

Three simple language activities. Child selects simple pictures from four scrolling menus to create sentences (e.g., "I love fast vehicles"). As each picture is selected, the word is spoken (Apple-Talk). Speech can be customized. Two additional activities allow clicking on a letter (from A to Z), number (from 1 to 10), or picture (e.g., food, vehicles) to see, print, and hear the word. Easy to use.

Dr. Peet's Talk/Writer

Language exploration and skills

◆◆◆◆◆◆◆ 79 FINAL RATING
◆◆◆◆◆ 58 User Friendliness
◆◆◆◆◆◆◆◆◆ 98 Educational Value
◆◆◆◆◆◆◆◆ 88 Instructional Design



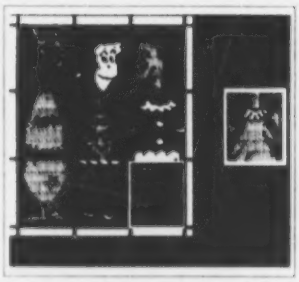
Hartley Courseware
1986
$79.95
Ages 3-7
Apple
LA/3,4,5,6,7,9 CL/2 CP/4

Consists of two disks. Disk 1 includes the ABC song, finding and matching letters, and creating and listening to words. Disk 2 is an easy-to-use talking word processor that says whatever is typed, in robotic voice. Uses large letters. Echo speech synthesizer required. Stories can be saved and printed.

Dr. Seuss Fix-Up the Mix-up Puzzler

Problem solving

◆◆◆◆◆◆◆ 70 FINAL RATING
◆◆◆◆◆ 51 User Friendliness
◆◆◆◆◆◆◆◆ 83 Educational Value
◆◆◆◆◆◆◆ 79 Instructional Design



CBS Software
1985
$29.95
Ages 4-10
Apple, C64*
SP/1

A puzzle program featuring six Dr. Seuss characters. Each puzzle is randomly designed with five difficulties to choose from. More advanced levels use smaller and/or inverted pieces. Compatible with Muppet Learning Keys.

Dragon Tales

Language development

◆◆◆◆◆◆◆◆ 87 FINAL RATING
◆◆◆◆◆◆◆◆ 81 User Friendliness
◆◆◆◆◆◆◆◆◆ 94 Educational Value
◆◆◆◆◆◆◆◆ 88 Instructional Design

Josten's Learning Corporation
1991
$21,500 for 5 stations
Ages 5-9
Mac LC (CD ROM fileserver required)
LA/1-10

A comprehensive whole-language English curriculum consisting of 27 15-day units covering basic English sounds. Each unit contains lesson plans and materials for circle time and the computer, art, and listening centers. Includes big books and puppets, along with parent newsletters and activities. Software reads stories, asks comprehension questions, and allows child to write and illustrate own stories. An exciting language curriculum.

Ducks Ahoy!

Logical reasoning skills

◆◆◆◆◆◆◆ 78 FINAL RATING
◆◆◆◆◆◆◆ 70 User Friendliness
◆◆◆◆◆◆◆◆ 87 Educational Value
◆◆◆◆◆◆◆ 76 Instructional Design

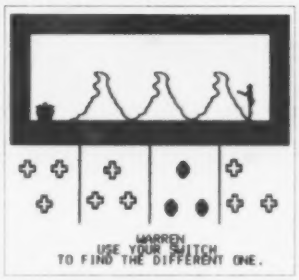
Joyce Hakansson Associates
1984
$34.95
Ages 3-6
C64 (cartridge)
TI/3,5

A game in which children move a boat through canals to pick up ducks. Timing and selection of the best route to avoid a moving obstacle are required to collect all the ducks. Entertaining music and graphics. Joystick required.

Early & Advanced Switch Games

Cause/effect, matching, counting, scanning

◆◆◆◆◆◆◆ 75 FINAL RATING
◆◆◆◆◆◆◆◆ 86 User Friendliness
◆◆◆◆◆◆◆◆ 87 Educational Value
◆◆◆◆◆◆ 63 Instructional Design



R. J. Cooper & Associates
1987
$75.00 (Free preview copy)
Ages 2-up
Apple
CL/2,4 TI/1 SP/4,8 CP/4

Thirteen clever games. Child uses only single switch or open APPLE key to make noises or visual effects, build a scene, play music, scan, build shapes, count, match shapes and colors, move through a maze, or construct a face that can be printed. Adult setup required. Designed for children with limited motor abilities. Echo speech synthesizer optional. Good child-control.

Early Concepts SkillBuilder Series

Matching, prepositions, things that do not belong

◆◆◆◆◆◆ 60 FINAL RATING
◆◆◆◆◆◆◆◆ 89 User Friendliness
◆◆◆◆◆◆ 61 Educational Value
◆◆◆ 36 Instructional Design

Edmark Corporation
1990
$325.00
Ages 3-6
Apple
CL/2 LA/4

Children are directed to find or touch specific items in this multiple-choice-style series. Makes use of TouchWindow and Echo speech synthesizer. Consists of eight lessons that cover 170 words from categories of color, shape, and position. Makes use of clear speech and graphics, although lesson design is rather dry. Content can be altered with the *Edmark LessonMaker* program.

Early Elementary I

Counting and matching

◆◆ 27 FINAL RATING
◆◆ 26 User Friendliness
◆◆ 23 Educational Value
◆◆◆◆ 40 Instructional Design

Compu-Tations
1982
$34.95
Ages 4-7
Apple*, Atari, IBM
CL/1 NB/4

Presents four activities: Count Shapes, Color Match, Number Drill, and Shape Match. Contains management file and password system. Uses blocky graphics. Presentation can trap child in routines. Not recommended.

Early Elementary II

Letter recognition, counting

◆◆ 28 FINAL RATING
◆◆ 28 User Friendliness
◆◆ 23 Educational Value
◆◆◆ 30 Instructional Design

Compu-Tations
1981
$34.95
Ages 5-7
Apple
LA/4 SP/4 NB/4,8

Contains four games: Upper/Lower-case Match, Alphabet Line, Inside Out, Number Line. Includes management file. No branching. Possible to break the program. Graphics are unclear and sounds are distracting. Not recommended.

Early Games

Counting, letters, and drawing

◆◆◆◆◆◆ 60 FINAL RATING
◆◆◆◆ 44 User Friendliness
◆◆◆◆◆◆◆ 72 Educational Value
◆◆◆◆◆◆◆ 74 Instructional Design

Queue, Inc.
1984
$34.95
Ages 2-6
Apple*, IBM (CGA), Mac
CP/1 LA/4 CL/1 NB/3,8

Contains nine separate games that are strong in content. Poorly designed menu is easy to use but confusing to children. Successful in providing a variety of activities. Drawing activity pictures can be saved on disk.

Early Math

Counting, numerical order, basic skills

◆◆◆◆ 43 FINAL RATING
◆◆◆◆ 43 User Friendliness
◆◆◆◆◆◆ 69 Educational Value
◆◆◆◆ 41 Instructional Design

MicroED, Inc.
1987
$49.95
Ages 3-6
Amiga (512K)
NB/3

Four programs on one disk: child counts from 1-31 objects and enters the number, completes a three-number sequence, finds the sum of two groups of 0-9 objects, or subtracts with sets of 0-9 objects. Blocky graphics. Provides verbal feedback.

Early-On

Case management and program evaluation

Not rated

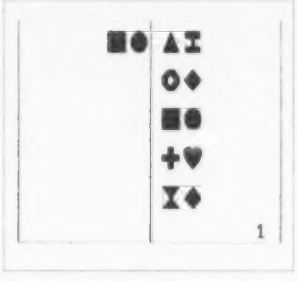
Agency Systems
1990
Starts at $3,995.00
Ages na
IBM
OT/4

A computerized planning and record-keeping system designed for child care agencies that must maintain background information and individual plans (such as IEP's) for large numbers of children. Contains a built-in statistical module useful in gathering information for planning activities or measuring children's progress. Builds a goals and objectives library as it is used. Designed for networking among several sites, although a single-user version is available.

Early Skills

Shape and word discrimination

◆◆◆◆◆◆ 61 FINAL RATING
◆◆◆◆ 49 User Friendliness
◆◆◆◆◆◆◆◆ 83 Educational Value
◆◆◆◆◆ 58 Instructional Design



Hartley Courseware
1986
$49.95
Ages 5-7
Apple
CL/2 SE/4

Child uses spacebar to match objects, colors, or words in this simple, matching, two-disk program. Design permits control over many aspects of the content and includes record keeping and automatic progress report. Menu requires reading.

Easy as ABC

Letter recognition, alphabet order

◆◆◆◆◆◆◆◆ 80 FINAL RATING
◆◆◆◆◆◆◆ 78 User Friendliness
◆◆◆◆◆◆◆◆◆ 91 Educational Value
◆◆◆◆◆◆◆ 77 Instructional Design

Queue, Inc.
1984
$39.95
Ages 3-6
Apple*, Mac, IBM (CGA)
LA/4,5

Provides five games: Match Letters, Dot-to-Dot, Leapfrog, Lunar Letters, and Honey Hunt. Spacebar, JKIM keys, arrow keys, and joystick make the program easy to use. Can be used with upper/lower-case letters. Reading not required.

Easy Color Paint 3.0

Drawing, creation of visual products

◆◆◆◆◆◆◆◆ 84 FINAL RATING
◆◆◆◆◆◆ 67 User Friendliness
◆◆◆◆◆◆◆◆◆ 96 Educational Value
◆◆◆◆◆◆◆◆◆ 92 Instructional Design

MECC
1991
$59.95
Ages 6-up
Mac
CP/1,4 LA/3,9 SP/4

A full-feature drawing program ideal for K-12 art programs. Includes a full range of art techniques (e.g., brush shapes, shading, lines, geometric shapes, and cut and paste). Can be customized for young children, who will need help in using the pull-down menus. Good capacity for adding text. Includes 24 pictures to color. Products can be saved or printed in color. Recommended.

Easy Street

Classification, matching, and counting

◆◆◆◆◆◆◆◆ 84 FINAL RATING
◆◆◆◆◆◆◆ 79 User Friendliness
◆◆◆◆◆◆◆◆◆ 90 Educational Value
◆◆◆◆◆◆◆◆ 84 Instructional Design

MindPlay
1988
$49.99
Ages 4-8
Apple*, IBM, Mac, IIGS
CL/2,3 SP/4,8 LA/4,5 NB/2,3
TI/3

Using arrow keys, joystick, or mouse, child moves a boy down a street past various storefronts in search of special objects. "Challenge Upgrade" feature offers a wide range of challenges. Optional speech synthesis makes the program easier to use (Echo speech synthesizer). Enjoyable program.

Edmark LessonMaker

A utility program

Not rated

Edmark Corporation
1990
$199.95
Ages na
Apple
OT/4

A program for teachers that allows them to create multiple-choice lessons. Designed to work with the TouchWindow and the Echo speech synthesizer. See *Early Concepts SkillBuilder Series* and *Vocabulary SkillBuilder Series* for examples of lessons that can be designed with this program.

CL = Classification **CP** = Creative projects **LA** = Language **NA** = Not applicable **NB** = Number

Electric Company: Bagasaurus

Vocabulary development and word recognition

◆◆◆◆◆ 59 FINAL RATING
◆◆◆◆ 41 User Friendliness
◆◆◆◆◆◆◆◆ 83 Educational Value
◆◆◆◆◆ 59 Instructional Design

Hi Tech Expressions
1988
$9.95
Ages 6-9
Apple (128K)*, IBM, C64
LA/7,8,9

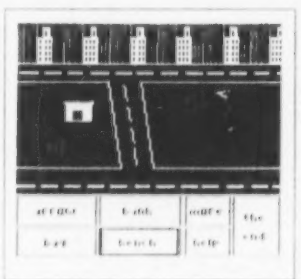
Child uses joystick (recommended) or arrow keys to move a walking dinosaur to select words or pictures that best answer a word puzzle, e.g., Where can a plant grow? Offers a nice range of questions (100) and background scenes (13). No escape from activities. Somewhat hard to control with the arrow keys.

Electric Company: Picture Place

Develop vocabulary and word recognition

◆◆◆◆◆ 58 FINAL RATING
◆◆◆ 37 User Friendliness
◆◆◆◆◆◆◆◆ 80 Educational Value
◆◆◆◆◆◆ 62 Instructional Design

Hi Tech Expressions
1988
$9.95
Ages 5-9
Apple* (128K), IBM, C64
CP/1 LA/6



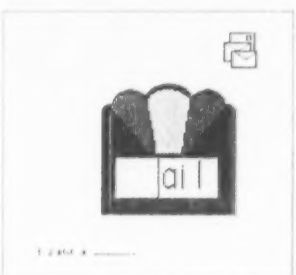
Child uses arrow keys or joystick to select word (e.g., dog) and move it into a scene. Pressing RETURN replaces the word with a picture. Resulting scenes can be saved but not printed. Has six backgrounds and 193 word/pictures. Word menus and blocky graphics limit this program's value.

Electric Company: Roll-A-Word

Word recognition, vowel sounds

◆◆◆◆ 44 FINAL RATING
◆◆◆ 37 User Friendliness
◆◆◆◆◆ 52 Educational Value
◆◆◆◆ 45 Instructional Design

Hi Tech Expressions
1988
$9.95
Ages 5-9
Apple (128K)*, IBM, C64
LA/8



Child sees picture, incomplete sentence, and part of a word. Correctly completing the word (by typing missing letters) causes the word to move into the sentence. Possibility of creating nonsense sentences makes this confusing. Contains 90 word/picture combinations. Menus require reading, which limits child-control. No escape from activities.

Electronic Builder

Shapes, spatial thinking

◆◆◆◆◆◆◆◆ 82 FINAL RATING
◆◆◆◆◆◆◆ 75 User Friendliness
◆◆◆◆◆◆◆ 76 Educational Value
◆◆◆◆◆◆◆◆◆ 91 Instructional Design

Mobius Corporation
1990
See *KidWare 2*
Ages 3-5
IBM
CP/4 SP/1,2,8

Child uses mouse to select one of five shape icons and then place shapes on screen to create block designs. Pictures can be filled with color (five colors available). High in child-control; limited in options and design. (For example, once shapes are placed, they cannot be retrieved.) Some teacher options. Pictures can be saved or printed.

Electronic Easel

Drawing pictures

◆◆◆◆◆◆◆ 73 FINAL RATING
◆◆◆◆◆◆◆ 74 User Friendliness
◆◆◆◆◆◆◆ 72 Educational Value
◆◆◆◆◆◆◆ 72 Instructional Design

Mobius Corporation
1990
See *KidWare 2*
Ages 3-5
IBM
CP/1 SP/7

Child moves finger on PowerPad (a large touch-tablet) to draw on screen. Eight colors available. Pictures can be saved or printed. Instructions are spoken. Our children were frustrated by the Power Pad's unresponsiveness to their touch. Resulting pictures appeared blotchy. See *KidWare 2*.

Emerging Literacy Program

Language, independence, prediction,etc.

◆◆◆◆◆◆◆◆ 89 FINAL RATING
◆◆◆◆◆◆◆◆ 85 User Friendliness
◆◆◆◆◆◆◆◆◆ 94 Educational Value
◆◆◆◆◆◆◆◆◆ 91 Instructional Design

Jostens Learning Corporation
1991
$8,000
Ages 5-6
Apple*, IBM, Mac LC
LA/3,8,9 NB/3 SP/1,3,4 CL/3 CP/1,4

Includes 50 programs for language and math, each with cassette tapes, books, and toys that relate to themes such as "Little Red Hen" and "The Circle Game." Software is similar in design to the Explore-a-Story series. Speech is employed. Ratings apply to software only. Several titles are available in Spanish.

ESL Writer

Word processing

◆◆◆◆◆◆◆ 79 FINAL RATING
◆◆◆◆◆ 55 User Friendliness
◆◆◆◆◆◆◆◆◆ 91 Educational Value
◆◆◆◆◆◆◆◆◆ 94 Instructional Design

Scholastic Software, Inc.
1989
$99.95
Ages 6-up
Apple
LA/9 CP/4 OT/4

A two-disk word processor for native speakers of Spanish or Asian languages. Contains a spell-checker designed to find common spelling errors made by English-learning students. Designed so corrections are made as words are typed. Uses 40- or 80-column text. Documents are limited to two pages in length. Well-designed.

Estimation

Estimation of length, area, & time units

◆◆◆◆◆◆◆ 78 FINAL RATING
◆◆◆◆◆◆ 67 User Friendliness
◆◆◆◆◆◆◆◆◆ 92 Educational Value
◆◆◆◆◆◆◆ 79 Instructional Design

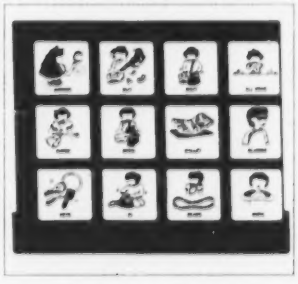
Lawrence Hall of Science
1984
$34.95
Ages 4-6
Apple
TI/1,3,4 NB/5,6

Offers three activities with estimation skills: Choo-Choo—child guesses when a train is over an arrow by pressing spacebar. Junk Jar—child estimates area. Bugs—presents units of "bugs" for child to estimate a line's length.

Exploratory Play

Early language acquisition

◆◆◆◆◆◆◆ 71 FINAL RATING
◆◆◆◆◆◆ 62 User Friendliness
◆◆◆◆◆◆ 69 Educational Value
◆◆◆◆◆◆◆◆ 84 Instructional Design



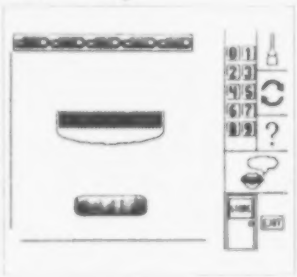
P.E.A.L. Software
1985
$150.00
Ages 1.5-3
Apple (64K)
LA/1,5 SP/7

Provides two overlays for the Muppet Learning Keys (required). Child first plays with real toys, then presses their pictures on the overlay to hear the associated words in a robotic voice. (Toy kit purchased separately for $54.) Requires Echo speech synthesizer. Covers 24 words. Adult setup required.

Exploring Measurement, Time, & Money

Units of time, measurement, and money

◆◆◆◆◆◆◆◆ 86 FINAL RATING
◆◆◆◆◆◆◆ 79 User Friendliness
◆◆◆◆◆◆◆◆◆ 92 Educational Value
◆◆◆◆◆◆◆◆ 87 Instructional Design



EduQuest
1989
$148.00
Ages 5-7
IBM (3.5")
TI/9 NB/3,6 SP/4 SE/1

Consists of three units: Measurement (rulers and bar graphs), Time (clocks and ordering events), and Money (units of money). Each unit consists of several activities that vary in degree of structure. All require mouse. Clear graphics and speech (IBM speech attachment required). Can track progress or keep records if used with IBM network.

Extrateletactograph, The

Drawing and writing stories

◆◆◆◆◆◆◆ 73 FINAL RATING
◆◆◆◆◆◆ 67 User Friendliness
◆◆◆◆◆◆◆◆ 80 Educational Value
◆◆◆◆◆◆◆ 72 Instructional Design

DIL International
1986
$69.95
Ages 4-12
IBM, Apple II+ or IIe* (not IIc)
CP/1,4 LA/3

A drawing and writing program. Child touches graphic tablet with overlay (requires WonderWorker) to draw or to change colors. Text can be added to the picture. Work can be saved and printed. Includes supplementary materials.

EZ Play

Picture-menu system designed to protect computer files

◆◆◆◆◆◆◆◆ 83 FINAL RATING
◆◆◆◆◆◆◆◆ 81 User Friendliness
◆◆◆◆◆◆ 63 Educational Value
◆◆◆◆◆◆◆◆◆ 98 Instructional Design

JumpStart Software
1992
$39.95
Ages 2-up
IBM (HD)
OT/6

A picture-menu system for IBM-compatible computers that gives children access to selected programs on a hard disk. Each available program is represented by a miniaturized screen sample. Displays up to nine programs per screen. Child uses mouse, arrows, and ENTER to select programs. A two-level password system allows creation of two sets of icons (one for a teacher or older child, for example). Flexibly designed. See *Kid Desk* for a similar kind of program.

Facemaker Golden Edition

Creativity, memory, and concentration

◆◆◆◆◆◆◆ 75 FINAL RATING
◆◆◆◆◆◆ 63 User Friendliness
◆◆◆◆◆◆◆◆ 86 Educational Value
◆◆◆◆◆◆◆ 79 Instructional Design

Queue, Inc.
1986
$39.95
Ages 3-8
Apple*, IBM (CGA, 3.5")
SP/5 CP/3,4 LA/4,9 OT/1

Child uses spacebar to select features for a face (eyes, ears, nose, mouth, hair) as well as a body, hats, or glasses. Face can then be programmed to move or be used in a memory game. It can then be printed along with up to 1/2 page of text. Difficult for 3-year-olds to operate. A fun program.

Fairy Tale Factory

Creating and printing stories

◆◆◆◆◆◆◆ 78 FINAL RATING
◆◆◆◆◆◆ 67 User Friendliness
◆◆◆◆◆◆◆ 75 Educational Value
◆◆◆◆◆◆◆◆◆ 90 Instructional Design

Hi Tech Expressions
1992
$24.95
Ages 6-up
IBM
CP/4 LA/3,6

Allows creation of fairy-tale scenes. Child uses mouse and word menus to choose from 21 backgrounds and a large number of theme-related objects. Once an object is selected, it can be pasted onto a background. Text can be incorporated into the scene. A word processor option allows the writing of stories in a separate space. All text can be spoken (Echo required for speech). Menus require reading and adult assistance. Current titles are *Peter Pan*, *Robin Hood*, *The Little Mermaid*, and *Beauty and the Beast*.

Farm, The

Creation of a "microworld"

◆◆◆◆◆◆◆◆ 80 FINAL RATING
◆◆◆◆◆◆◆ 73 User Friendliness
◆◆◆◆◆◆ 68 Educational Value
◆◆◆◆◆◆◆◆◆ 92 Instructional Design

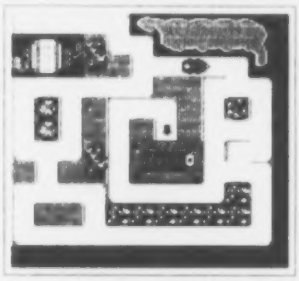
Mobius Corporation
1990
See KidWare 2
Ages 3-5
IBM
CP/1 SP/4,6

Child uses mouse to select people, animals, or farm objects and paste them into a farm scene. Contains 12 animals with sounds, 24 people representing three generations and various ethnic groups, and 9 farm objects. Resulting scenes can be printed or saved. Rather limited design (only one scene). While children initially like the graphics, they frequently become frustrated by the operation.

Firehouse Rescue

Maze navigation

◆◆◆◆◆◆◆ 72 FINAL RATING
◆◆◆◆◆◆◆ 70 User Friendliness
◆◆◆◆◆◆ 69 Educational Value
◆◆◆◆◆◆◆ 74 Instructional Design



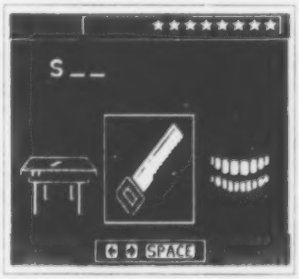
GameTek/IJE, Inc.
1988
$9.95
Ages 3-8
Apple, IBM*, C64
SP/4,7 TI/8

Child uses arrow keys or joystick (optional) to steer a Fisher-Price fire truck through a maze to rescue people from buildings. Contains seven levels of difficulty. Harder levels make use of multiscreen mazes, finding hidden keys, and racing against a clock to get to a burning building. Enjoyable activity but limited in educational value.

First "R": Kindergarten, The

Letter recognition; initial, ending sounds of words

◆◆◆◆◆◆◆ 74 FINAL RATING
◆◆◆◆◆◆ 68 User Friendliness
◆◆◆◆◆◆◆◆ 83 Educational Value
◆◆◆◆◆◆◆ 72 Instructional Design



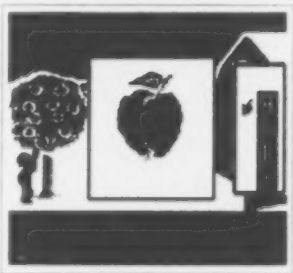
Milliken Publishing Co.
1987
$95.00
Ages 5-8
Apple
LA/4,5,6

Four activities—child types the first or last letter of a given word, selects letter to complete a word, selects a picture that goes with a partial word, or sees a partial word and picture and selects missing letter. Keeps records. Includes alphabet and tutorial disks, an alphabet book, and classroom materials.

First Letter Fun

Letter Recognition

◆◆◆◆◆◆◆◆ 82 FINAL RATING
◆◆◆◆◆◆ 67 User Friendliness
◆◆◆◆◆◆◆◆◆ 98 Educational Value
◆◆◆◆◆◆◆◆ 86 Instructional Design



MECC
1985
$59.00
Ages 3-6
Apple (64K)
LA/1,4,6

Four picture stories: Farm, Circus, Park, and Magic Show introduce all the letters except Q and X. Child sees an object from a story and must use the spacebar or arrow keys to select its initial letter. Teacher options allow selection of upper/lower-case display. Clear graphics. Good design.

First Verbs

Learning 40 common verbs

◆◆◆◆◆◆◆ 73 FINAL RATING
◆◆◆◆◆◆◆◆◆ 94 User Friendliness
◆◆◆◆◆◆ 61 Educational Value
◆◆◆◆◆◆ 66 Instructional Design

Laureate Learning Systems
1989
$200.00
Ages 4-up
IIGS*, Apple, IBM
LA/5,8

Designed for children with language delays. Presents 40 verbs, such as "pet" or "wave." Children first hear and see the verb, then move on to matching the spoken verb (requires Echo speech synthesizer) with corresponding illustration. Adult setup required. Can be used with single switch or TouchWindow. Clear graphics and sound.

FirstWriter

Creative writing

◆◆◆◆◆◆◆ 76 FINAL RATING
◆◆◆◆◆ 59 User Friendliness
◆◆◆◆◆◆◆◆◆ 96 Educational Value
◆◆◆◆◆◆◆ 78 Instructional Design

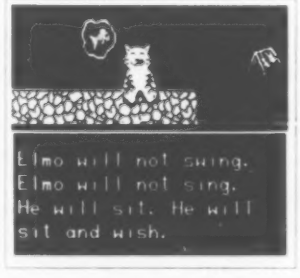
Houghton Mifflin Co.
1988
$117.00
Ages 5-8
Apple
LA/1,3,4,5,6,9 CP/4

A large-letter word processor with features that include spoken instructions (Echo speech synthesizer optional), choice of five colors for text, a built-in dictionary, 125 pictures. Stories can be saved or printed in color. Words can be added to the dictionary. Print is somewhat blocky.

Fish Dish, The

Short "i" sound and comprehension

◆◆◆◆◆◆◆ 77 FINAL RATING
◆◆◆◆◆◆ 63 User Friendliness
◆◆◆◆◆◆◆◆ 88 Educational Value
◆◆◆◆◆◆◆◆ 81 Instructional Design



Hartley Courseware
1989
$49.95
Ages 3-6
Apple
LA/5,6,8

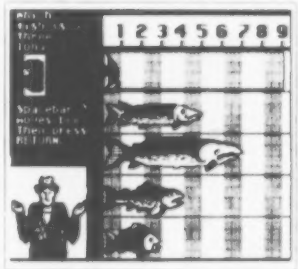
Contains 16 lessons on two disks. Each lesson consists of a short story (4 to 7 paragraphs) and comprehension questions. Child can hear sentences or words with an optional Echo or Ufonic synthesizer. Uses animated graphics to illustrate stories. Vocabulary builds on the short "i" sound, using C-V-C words from Dolch lists. Includes diagnostic record keeping.

Fish Scales

Measurement

◆◆◆◆◆◆◆ 78 FINAL RATING
◆◆◆◆◆◆ 67 User Friendliness
◆◆◆◆◆◆◆◆◆ 92 Educational Value
◆◆◆◆◆◆◆ 79 Instructional Design

DLM
1985
$32.95
Ages 4-8
Apple
NB/1,3,4,6



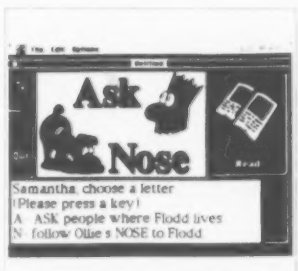
Six games in which child uses spacebar, arrow keys, or RETURN to input answers, e.g., the height of a fish jump, the longest or shortest fish, and other measurement concepts. Games encourage using units of measurement. Menu requires reading.

Flodd, the Bad Guy

Letter and word recognition, reading stories

◆◆◆◆◆◆◆ 70 FINAL RATING
◆◆◆◆◆◆ 64 User Friendliness
◆◆◆◆◆◆◆ 79 Educational Value
◆◆◆◆◆◆◆ 73 Instructional Design

Tom Snyder Productions, Inc.
1988
$44.95
Ages 2-6
Apple*, IBM, Mac, IIGS
LA/3,4,5



Child and adult read through a fairy-tale-like story, pressing any key to change the screen. Every five or six pages, a choice is offered, e.g., to go into a cave or not. Reading required for independent use, although clever graphics and sounds help to guide child through the story.

Fun Flyer

Eye-hand coordination, directional concepts

◆◆◆◆◆◆ 64 FINAL RATING
◆◆◆◆◆ 56 User Friendliness
◆◆◆◆◆◆ 65 Educational Value
◆◆◆◆◆◆◆ 70 Instructional Design

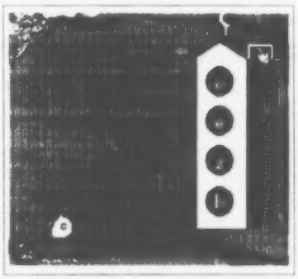
GameTek/IJE, Inc.
1990
$14.95
Ages 3-8
IBM (5.25"), CGA, 256K
SP/4 TI/3

Child uses joystick or arrow keys to steer a plane over a moving landscape. Points and fuel are earned by catching falling stars, snowflakes, kites, and balloons. Three levels of difficulty. Some adult assistance is required to get started. Simple, enjoyable game. Limited child-control.

Fun From A to Z

Alphabet skills practice

◆◆◆◆◆◆◆◆ 81 FINAL RATING
◆◆◆◆◆◆ 68 User Friendliness
◆◆◆◆◆◆◆◆◆ 92 Educational Value
◆◆◆◆◆◆◆◆ 85 Instructional Design



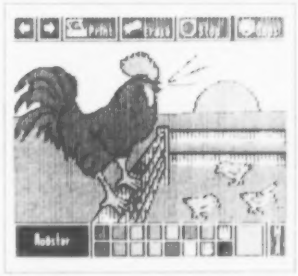
MECC
1985
$39.95
Ages 3-6
Apple (64K)
LA/4

Child uses arrow keys to play three games: Birds—child matches letters. Dots— child completes a dot-to-dot picture by selecting next alphabet letter. Runners— child sees sequence (K,L,M,__,O) and must select missing letter. Management allows selection of upper/lower case. Well-designed.

Fun on the Farm

Coloring pictures

◆◆◆◆◆◆◆◆ 80 FINAL RATING
◆◆◆◆◆◆◆ 79 User Friendliness
◆◆◆◆◆◆◆ 73 Educational Value
◆◆◆◆◆◆◆◆ 84 Instructional Design



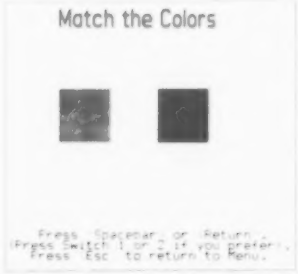
Merit Software
1986
$14.95
Ages 3-up
Apple* (128K), IBM, C64
CP/1,4 SP/4

A coloring program with 30 blank farm scenes. Child moves cursor with mouse, joystick, or arrow keys to fill in sections of a picture with 1 of 16 available colors. Prints in color. Mouse and color monitor recommended. Very easy to use. Prints picture with calendar.

Fun With Colors

Color recognition

◆◆◆◆◆◆ 66 FINAL RATING
◆◆◆◆◆◆◆ 70 User Friendliness
◆◆◆◆◆◆◆ 76 Educational Value
◆◆◆◆◆ 55 Instructional Design



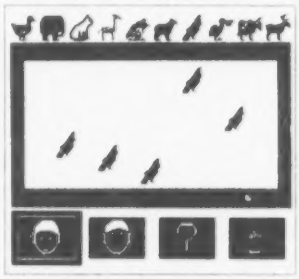
Access Unlimited
1989
$25.00
Ages 3-6
Apple
CL/1,2 SP/2,4 CP/4

For special education settings. Five simple games in which child uses spacebar and RETURN to match colored blocks, fill the screen with 1 of 16 colors, fill the screen with colored blocks, or draw a picture with the arrow keys. Child can also build with colored blocks, using the arrow keys. Color monitor required.

Fun With Directions

Perceptual and cognitive skills

◆◆◆◆◆◆ 62 FINAL RATING
◆◆◆◆◆◆◆◆ 81 User Friendliness
◆◆◆◆◆◆ 69 Educational Value
◆◆◆◆ 44 Instructional Design



Mindscape, Inc.
1984
$61.00
Ages 3-6
Apple
SP/4 TI/6

Child selects a nodding (yes) or shaking (no) head to indicate if objects are in line, are facing same direction, or are in sequence, e.g., egg/chick/chicken. Allows for selection of difficulty level, performance feedback. No reading required.

Fun With Drawing

Drawing pictures

◆◆◆◆◆◆◆ 71 FINAL RATING
◆◆◆◆◆◆ 60 User Friendliness
◆◆◆◆◆◆◆ 78 Educational Value
◆◆◆◆◆◆◆ 76 Instructional Design

Wescott Software
1989
$20.00
Ages 3-up
IBM
CP/1 SP/4

A drawing program. Child uses arrow keys to draw simple pictures made up of different shapes (15 colors, 19 shapes to choose from). Pictures can be saved or printed. Use of arrow keys (rather than mouse or joystick) makes drawing difficult.

Fun With Letters and Words

Letter recognition

◆◆◆◆◆◆◆ 76 FINAL RATING
◆◆◆◆◆◆◆ 73 User Friendliness
◆◆◆◆◆◆◆◆ 86 Educational Value
◆◆◆◆◆◆◆ 70 Instructional Design

Wescott Software
1987
$20.00
Ages 2-6
IBM
LA/4,5

Child can press any letter key to see a picture and word related to the letter, e.g., a bike for B. Six levels allow the addition of more words, with up to 147 possible. "Custom" words, such as a child's name, can be added. Will say each letter if used with a Covox Speech Adapter (optional).

Fun With Memory

Memory

◆◆◆◆◆◆◆ 77 FINAL RATING
◆◆◆◆◆◆ 65 User Friendliness
◆◆◆◆◆◆◆◆ 87 Educational Value
◆◆◆◆◆◆◆◆ 83 Instructional Design

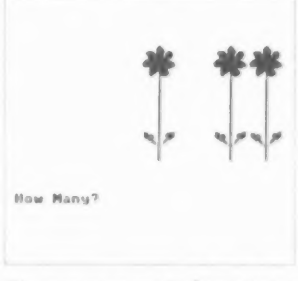
Wescott Software
1987
$20.00
Ages 2-6
IBM
OT/1 LA/4,5 NB/4 CL/2

A seven-level Concentration game in which child uses the arrow keys, spacebar, and ENTER to select a card. Child can match numerals, objects, or words. Options allow for control over the number of cards shown in a game. Can be played by one or two players.

Fun With Numbers

Numeral recognition, adding and subtracting

◆◆◆◆◆◆◆ 70 FINAL RATING
◆◆◆◆◆◆ 64 User Friendliness
◆◆◆◆◆◆◆ 78 Educational Value
◆◆◆◆ 46 Instructional Design



Wescott Software
1987
$20.00
Ages 3-7
IBM
NB/3,4,8

Six games provide experiences in counting by twos, adding with objects, or subtracting, all with sums less than 18. Nine skill leve's determine the difficulty of the game. Adult options permit control over the difficulty level and pacing of the game. Rather dry presentation. Has speech capability with Echo or IBM speech adapters.

Garden, The

Functional intelligence, social skills

◆◆◆◆◆◆ 62 FINAL RATING
◆◆◆◆◆◆◆ 76 User Friendliness
◆◆◆◆◆◆◆ 76 Educational Value
◆◆◆◆ 43 Instructional Design

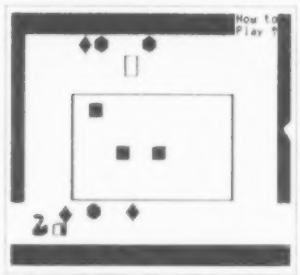
DIL International
1986
$289.00
Ages 2-8
IBM, Apple*
CL/1,2 SP/7 TI/6 OT/1

Ten disks cover a range of topics, such as seasons, parts of a flower, pollination, and other thematic material. Child presses overlay on WonderWorker touch tablet (recommended) to select answers. Provides simple but limited activities.

Gertrude's Secrets

Classifying and seriating

◆◆◆◆◆◆◆◆ 84 FINAL RATING
◆◆◆◆◆◆◆ 78 User Friendliness
◆◆◆◆◆◆◆◆◆ 91 Educational Value
◆◆◆◆◆◆◆◆ 86 Instructional Design



The Learning Company
1982
$59.95 (school edition)
Ages 4-10
Apple*, IBM*, C64 ($29.95)
CL/1,5 SP/4

Consists of seven attribute puzzles of varying difficulty. Child uses arrow keys or joystick to move through 25 rooms (screens). Children as young as age three can do easiest puzzle, but lose interest quickly. Content is best for ages five and up. School edition contains additional curriculum materials.

Getting Ready to Read and Add

Numerals, upper/lower-case letters

◆◆◆◆◆◆ 63 FINAL RATING
◆◆◆◆◆ 56 User Friendliness
◆◆◆◆◆◆◆ 77 Educational Value
◆◆◆◆◆◆◆◆ 80 Instructional Design

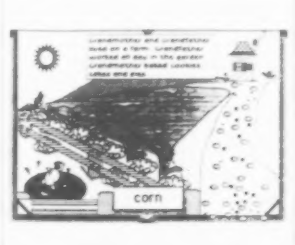
Sunburst Communications, Inc.
1984
$65.00
Ages 3-6
Apple, IBM*
LA/4 CL/2 NB/3,4

Six activities based on a matching format. Practice with shapes, letters, and numerals. Child presses any key when a match is shown for shapes, letters, and numerals. Options included for control of speed and number of problems.

Gingerbread Man, The

Development of language skills

◆◆◆◆◆ 54 FINAL RATING
◆◆◆◆◆◆ 63 User Friendliness
◆◆◆◆ 41 Educational Value
◆◆◆◆◆ 53 Instructional Design



Intellimation
1992
$62.00
Ages 5-8
Mac (8.3MB Hypercard Program)
LA/5 SP/4,7

An 18-page Hypercard version of the classic story, *The Gingerbread Man*. By clicking on buttons to turn pages, a child can hear narration, along with sound effects and music. Other options allow the child to earn points by finding hidden objects or to hear words by clicking on items on each page. An "alpha" version that was reviewed still contained some bugs. Current design is sluggish, limiting child-control and making it difficult to get in and out of activities.

Goofy's Railway Express

Noticing common shapes

◆◆◆◆◆◆ 62 FINAL RATING
◆◆◆◆◆◆◆◆ 83 User Friendliness
◆◆◆◆◆ 51 Educational Value
◆◆◆◆◆ 54 Instructional Design

Walt Disney Software
1990
$14.95
Ages 2-5
IBM, C64
SP/8 TI/4

One simple activity. As a train moves, basic shapes periodically appear above its smokestack. If the spacebar is pressed while a shape is shown, a shape-related object appears in the passing scenery (e.g., a yellow circle causes a round sun to shine). Engaging graphics. Very limited content. Poor design leaves little for children to do.

Grady Profile — Portfolio-based Assessment

Anecdotal assessment tool

Not rated

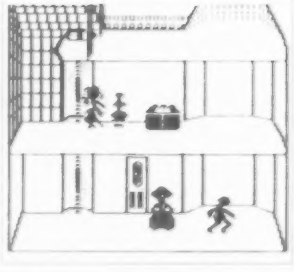
Intellimation
1991
$150.00
Ages na
Mac (HD, 2MB, Hypercard)
OT/4

Using a microphone and a scanner (optional), adults can capture samples of a child's voice (e.g., reading skills) and record writing samples or photographs.

Grandma's House

Exploring and arranging

◆◆◆◆◆◆ 68 FINAL RATING
◆◆◆◆◆◆◆ 78 User Friendliness
◆◆◆◆◆ 57 Educational Value
◆◆◆◆◆◆ 65 Instructional Design



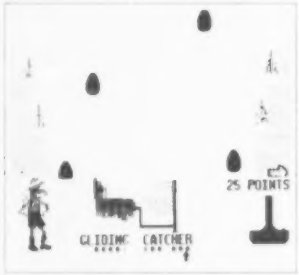
Queue, Inc.
1983
$24.95
Ages 4-8
Apple
SP/2

Child uses mouse or joystick (required) to move to and explore one of six different scenes. By pressing key, objects (e.g., a fish from the seashore) can be carried from scenes and collected in "Grandma's House." Easy to use but not strong in any content area.

Great Gonzo in WordRider, The

Fun with words, timing, and strategy

◆◆◆◆◆◆◆ 73 FINAL RATING
◆◆◆◆◆◆◆ 77 User Friendliness
◆◆◆◆◆◆◆ 70 Educational Value
◆◆◆◆◆◆◆ 71 Instructional Design



Joyce Hakansson Associates
1985
$19.95
Ages 6-up
Apple
TI/1,3,5 SP/2 LA/8

An adventure game in which child uses joystick (recommended) or arrow keys to move Gonzo through obstacles to earn points and rescue a chicken. On the way, Gonzo constructs machines that will get him through the dangers. An enjoyable program. Includes a Muppet storybook.

Great Leap, A

Language experience

◆◆◆◆◆◆◆◆ 89 FINAL RATING
◆◆◆◆◆◆◆◆ 85 User Friendliness
◆◆◆◆◆◆◆◆◆ 94 Educational Value
◆◆◆◆◆◆◆◆◆ 91 Instructional Design

D. C. Heath & Company
1988
$75.00
Ages 5-10
Apple (128K)
LA/1,2,3,5,8,9 SP/4,7 CP/1,4

Children use mouse, Koala Pad, joystick, or arrow keys to select and move objects, words, or characters in a story. Children can also type their own words. Stories can be saved and printed in color. Package includes four copies of storybook. Colorful graphics, good child-control. Mouse recommended.

Hey Diddle

Rhyming words and phrases

◆◆◆◆ 47 FINAL RATING
◆◆◆◆ 46 User Friendliness
◆◆◆◆◆ 56 Educational Value
◆◆◆◆ 42 Instructional Design

Queue, Inc.
1983
$24.95
Ages 3-10
Apple
LA/7,9

Three activities based on 30 classic nursery rhymes. The first two activities illustrate rhymes as they're being read by an adult. In the third, rhyming phrases are scrambled, and the child must put them in correct order. Joystick optional. Reading required. Not recommended.

Hobo's Luck

Counting and probability

◆◆◆◆◆ 54 FINAL RATING
◆◆◆◆◆ 54 User Friendliness
◆◆◆◆◆◆◆ 73 Educational Value
◆◆◆◆ 44 Instructional Design

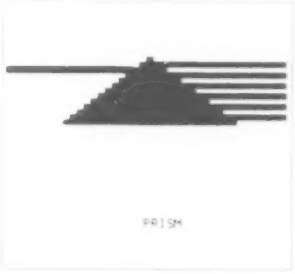
Strawberry Hill Software
1985
$55.00
Ages 5-up
Apple*, C64
NB/1,3,4,6 SP/2

A computerized board game in which one to four players take turns rolling dice to earn jumps. The first one reaching the end of the course wins a bag of money. Includes 13 worksheet activities for practice in probability, counting, and statistical recording.

Hodge Podge

Letter recognition

◆◆◆◆◆ 51 FINAL RATING
◆◆◆◆◆◆◆ 75 User Friendliness
◆◆◆◆◆ 55 Educational Value
◆◆◆◆◆ 50 Instructional Design



Artworx
1982
$14.95
Ages 1.5-6
Apple*, C64, IBM, Atari
LA/4

Child presses any key to get a response: a picture, a song, or both. Screen displays are blocky and not always appropriate for the letter pressed, e.g., P = Prism. Easy to use program, but its value is limited.

Holidays & Seasons

Coloring pictures

◆◆◆◆◆◆◆◆ 80 FINAL RATING
◆◆◆◆◆◆◆ 79 User Friendliness
◆◆◆◆◆◆◆ 73 Educational Value
◆◆◆◆◆◆◆◆ 84 Instructional Design

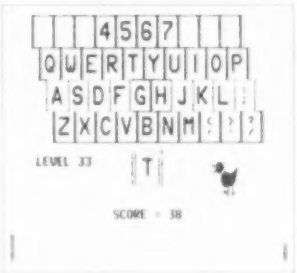
Merit Software
1988
$29.95
Ages 3-up
Apple* (128K), IBM, C64
CP/1,4 SP/4

A coloring program with 30 seasonal pictures on one disk. Child moves cursor with mouse, joystick, or arrow keys to fill in sections of a picture with 1 of 16 available colors. Prints in color. Mouse and color monitor recommended. Very easy to use. Prints picture with calendar, banner, or message.

Home Row

Keyboarding skills (touch-typing)

◆◆◆◆◆◆◆ 75 FINAL RATING
◆◆◆◆◆◆ 62 User Friendliness
◆◆◆◆◆◆◆◆ 86 Educational Value
◆◆◆◆◆◆◆◆ 84 Instructional Design



Hartley Courseware
1987
$49.95
Ages 6-up
Apple
OT/3

Has 39 levels of difficulty, ranging from work with two keys to work with the entire keyboard. Typist races against a moving line to score points, see graphics, and advance in levels. Custom lessons can be designed. Keeps up to 50 records. A well-designed program.

Hop To It!

Number lines, addition, and subtraction

◆◆◆◆◆◆◆◆ 80 FINAL RATING
◆◆◆◆◆◆ 66 User Friendliness
◆◆◆◆◆◆◆◆◆ 92 Educational Value
◆◆◆◆◆◆◆◆ 84 Instructional Design

Sunburst Communications, Inc.
1990
$65.00
Ages 5-7
Apple
NB/3,7,8

Seven number line activities in which child uses spacebar, number keys, or arrows to move a marker (e.g., a rabbit) on a number line to collect items and complete an addition or subtraction number sentence. Teacher options allow control over many aspects of the presentation. Performance can be printed. Some reading required. Highly recommended for K–3 classrooms.

Human Being Machine, The

Recreation, body parts, sequencing, scanning

◆◆◆◆◆◆◆ 78 FINAL RATING
◆◆◆◆◆◆◆◆ 83 User Friendliness
◆◆◆◆◆◆◆ 79 Educational Value
◆◆◆◆◆◆◆ 71 Instructional Design

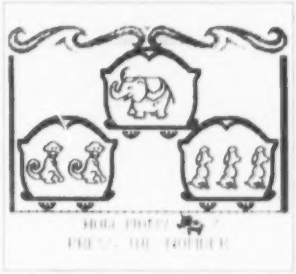
R. J. Cooper & Associates
1990
$75.00 (Free preview copy)
Ages 3-up
Apple
SP/5 CP/2

Child uses keyboard, TouchWindow, or single switch to select the elements for a face or a body. Resulting products can be printed. Options allow for control over scanning speed or input device. Use of Echo speech synthesizer allows instructions to be spoken. Designed for children with limited motor abilities. Menu requires reading. An enjoyable program.

I Can Count

Counting up to 10

◆◆◆◆ 40 FINAL RATING
◆◆◆◆◆ 53 User Friendliness
◆◆◆◆ 45 Educational Value
◆◆ 26 Instructional Design



Troll Associates
1987
$39.95
Ages 5-8
Apple
NB/2,3,4,8

Eight activities based around counting, matching numbers with sets, typing the number that comes next, finding a missing number in a sequence, recognizing zero, and concepts of greater or less than. Colorful graphics but poor design. Reading is required.

I Can Count the Petals of a Flower

Counting

◆◆◆◆◆ 56 FINAL RATING
◆◆◆◆◆◆ 69 User Friendliness
◆◆◆◆ 45 Educational Value
◆◆◆◆◆ 54 Instructional Design

Mobius Corporation
1990
See KidWare 2
Ages 3-5
IBM
NB/3

Children click the mouse button to see the petals counted on one of nine available flowers. One flower is offered for each number, giving children practice counting from one to nine. Scripted design and narrow range of challenge cause children to lose interest quickly. Poorly designed. Pictures are taken from the book of the same title.

I Can Remember

Memory skills

◆◆◆◆◆◆ 64 FINAL RATING
◆◆◆◆◆ 59 User Friendliness
◆◆◆◆◆◆◆ 71 Educational Value
◆◆◆◆◆◆ 63 Instructional Design

GameTek/IJE, Inc.
1988
$9.95
Ages 3 to 8
Apple, IBM*, C64
OT/1 SP/7

A concentration game. Child uses arrow keys and spacebar to find and match hidden Fisher-Price toys and earn points. Three levels of difficulty are available—a child can choose from a 6-, 8-, or 12-box grid. Can utilize joystick (optional). For one or two players. Color monitor recommended.

I Love You in the Sky, Butterfly

Language experience, thematic material

◆◆◆◆◆◆◆◆ 89 FINAL RATING
◆◆◆◆◆◆◆◆ 85 User Friendliness
◆◆◆◆◆◆◆◆◆ 94 Educational Value
◆◆◆◆◆◆◆◆◆ 91 Instructional Design

And I know those two tiny ghosts,
That are white and softly glowing,
Are really my own curtains,
Gently swaying, lightly blowing.

Hartley Courseware
1990
$297.00 per unit
Ages 3-7
Apple*, IBM
LA/3,8,9 NB/3 SP/1,2,4 CP/1,4

Consists of nine units—animals, homes, families, patterns, feelings, self-concept, holidays, senses, and a teacher tool kit. Each unit contains two books, two audiotapes, two videotapes, five story disks, and a student disk. Software is easy to use and is similar in design to the Explore-a-Story series. (See *Rosie the Counting Rabbit.*)

IEP Generator Version 5.0

Generation of IEP forms

Not rated

Ebsco Curriculum Materials
1984
$84.95
Ages na
Apple*, IBM
OT/4

A program teachers can use to create, store, and print children's Individual Educational Profile (IEP) forms. Stores 30 lists, each containing up to 100 goals, objectives, or activities from which IEP forms can be created. Formats are limited, and design could be smoother.

Inside Outside Opposites

Opposites

◆◆◆◆◆◆◆ 72 FINAL RATING
◆◆◆◆◆◆◆◆ 80 User Friendliness
◆◆◆◆◆◆◆◆ 84 Educational Value
◆◆◆◆◆◆ 62 Instructional Design

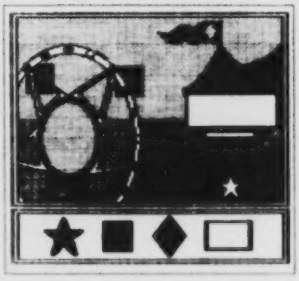
Queue, Inc.
1986
$39.95
Ages 3-7
Apple
SE/1 SP/4 LA/1

Contains 20 antonym pairs (in/out, high/low) that can be illustrated using the arrow keys. Pressing the spacebar brings up the next antonym pair. Easy to use. Similar to *Stickybear Opposites.* Colorful graphics.

Inside Outside Shapes

Six shapes and corresponding words

◆◆◆◆◆◆◆ 76 FINAL RATING
◆◆◆◆◆◆◆ 70 User Friendliness
◆◆◆◆◆◆◆◆◆◆ 90 Educational Value
◆◆◆◆◆◆◆ 72 Instructional Design



Queue, Inc.
1986
$39.95
Ages 3-7
Apple
SP/8 CL/1,2

Using arrow keys and spacebar, child must find a shape hidden in a picture. A correct response animates the picture and plays music. Pressing the spacebar brings up the next picture. Good graphics. Contains 18 pictures. Similar to *Stickybear Shapes.*

Integrated Learning System

Math and reading K–9

◆◆◆◆◆◆◆ 79 FINAL RATING
◆◆◆◆◆◆◆ 71 User Friendliness
◆◆◆◆◆◆◆◆◆◆ 94 Educational Value
◆◆◆◆◆◆◆ 79 Instructional Design

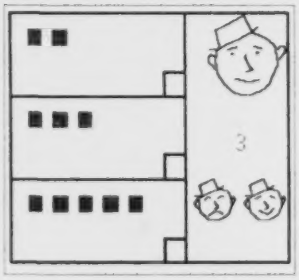
Josten's Learning Corporation
1987
Starts at $16,800.00
Ages 5-up
IIGS, IBM*, Mac
LA/4-8 CL/1-6 NB/1-8 OT/1 CP/1

A networked computerized math and reading curriculum containing 1800 separate lessons stored on a laser disk which can be accessed by up to 40 stations at once. Employs the use of headphones, speech synthesis, and speech input. Keeps and prints records, and automatically adapts to each child. Good design, sound, and graphics.

Introduction to Counting

Counting

◆◆◆◆◆◆ 66 FINAL RATING
◆◆◆◆◆◆ 60 User Friendliness
◆◆◆◆◆◆◆◆◆ 90 Educational Value
◆◆◆◆◆ 53 Instructional Design



Compton's New Media
1981
$39.95
Ages 4-7
Apple*, IBM, Atari
NB/3 CL/1 SE/1

A regimented sequence of eight counting activities. Begins with selecting a set to correspond with a given number and progresses all the way to subtraction. Management keeps score and controls presentation, which allows individualization. Requires adult setup with each use.

Jack and the Beanstalk

Word recognition, event sequence

◆◆◆◆◆◆ 69 FINAL RATING
◆◆◆◆◆◆◆ 70 User Friendliness
◆◆◆◆◆◆◆ 71 Educational Value
◆◆◆◆◆◆ 66 Instructional Design

Queue, Inc.
1985
$39.95
Ages 7-12
Apple
LA/5,8 TI/5

Children explore their own version of a traditional folk tale by playing the role of Jack, making decisions by selecting two-word commands, e.g., "trade cow." Reading required. Could be used as language experience with younger children. A Spanish version is available. Offered in a lab package (10 disks) for $147.00.

Jack and the Beanstalk

Letter and word recognition, reading stories

◆◆◆◆◆◆◆ 70 FINAL RATING
◆◆◆◆◆◆ 64 User Friendliness
◆◆◆◆◆◆◆ 79 Educational Value
◆◆◆◆◆◆◆ 73 Instructional Design

Tom Snyder Productions, Inc.
1988
$44.95
Ages 2-6
Apple*, IBM, Mac, IIGS
LA/3,4,5

Child and adult read through a space-age version of Jack and the Beanstalk, pressing any key to change the page. Every five or six pages, a choice is offered, e.g., to continue climbing the beanstalk or not. Reading required for independent use, although graphics and sounds help guide child through the story.

Jen the Hen

Short "e" sound and reading comprehension

◆◆◆◆◆◆◆ 77 FINAL RATING
◆◆◆◆◆◆ 63 User Friendliness
◆◆◆◆◆◆◆◆ 88 Educational Value
◆◆◆◆◆◆◆◆ 81 Instructional Design

Hartley Courseware
1989
$59.95
Ages 3-6
Apple
LA/5,6,8

Contains 18 lessons on two disks. Each lesson consists of a short story (four to seven paragraphs) and comprehension questions. Child can hear sentences or words with an optional Echo or Ufonic synthesizer. Makes use of animated graphics to illustrate stories. Vocabulary builds on the short "e" sound, using C-V-C words from Dolch lists. Includes diagnostic record keeping.

Joystick Trainer

Joystick skills for powered wheelchairs

◆◆◆◆◆◆◆ 78 FINAL RATING
◆◆◆◆◆◆ 67 User Friendliness
◆◆◆◆◆◆◆◆ 88 Educational Value
◆◆◆◆◆◆◆◆ 80 Instructional Design

R. J. Cooper & Associates
1989
$50.00
Ages 3-up
Apple
SP/3,7,9

Eight simple games designed to provide practice with a joystick. The games range in difficulty from seeing arrows move in the direction joystick is moved to moving through a six-room maze containing a treasure chest that holds the parts to a puzzle. A joystick is required. Call R. J. Cooper for a free demonstration disk.

JPuzzle 1.1

Problem solving

◆◆◆◆◆◆◆ 79 FINAL RATING
◆◆◆◆◆◆◆ 70 User Friendliness
◆◆◆◆◆◆◆◆ 87 Educational Value
◆◆◆◆◆◆◆◆ 82 Instructional Design

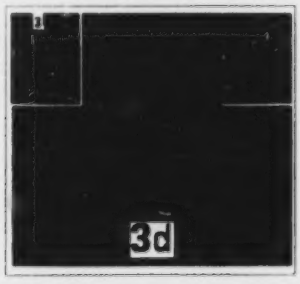
Sofia Systems
1992
Shareware ($16.00 reg.)
Ages 4-up
IBM (Windows)
SP/1,4,7

A puzzle game designed for Windows containing 4 to 400 square sections. Child uses mouse to select a square and then the new location. A "sliding" option allows the child to move sections into an empty position. Comes with four pictures, although puzzles can be made from any digitized picture. Includes hint feature, timer, record of the number of moves, and registration form. Registration provides more options and additional puzzles.

Jr. Typer

Touch typing

◆◆◆◆ 41 FINAL RATING
◆◆◆ 33 User Friendliness
◆◆◆◆ 49 Educational Value
◆◆◆◆ 44 Instructional Design



Aquarius Instructional
1985
$45.00
Ages 5-up
Apple*, TRS 80
LA/4 OT/3

Presents a fixed series of typing problems. As a child types, graphics or words accumulate on the screen. Helpful graphic hands point out finger positions. Contains 54 combinations on two disks. Inflexible design allows little child-control.

Jungle Safari

African plants and animals

◆◆◆◆◆◆◆◆ 82 FINAL RATING
◆◆◆◆◆◆◆ 79 User Friendliness
◆◆◆◆◆◆◆◆ 80 Educational Value
◆◆◆◆◆◆◆◆ 86 Instructional Design

Orange Cherry Software
1991
$59.00
Ages 5-up
IIGS* (1 MB), IBM (with Covox)
CD-ROM version available
SP/7 OT/6

Child uses mouse to gain access through a picture menu and explore four African habitats: plains, rain forest, river, and tall grass. Once in a habitat, child can move through various scenes to discover plants and animals. Clicking on a plant or animal prompts written paragraph of information. Contains over 80 animals and plants. Clear graphics and speech. Pictures of animals can be printed. Difficult for preschoolers.

Just Around the Block

Language experience

◆◆◆◆◆◆◆◆ 89 FINAL RATING
◆◆◆◆◆◆◆◆ 85 User Friendliness
◆◆◆◆◆◆◆◆◆ 94 Educational Value
◆◆◆◆◆◆◆◆◆ 91 Instructional Design

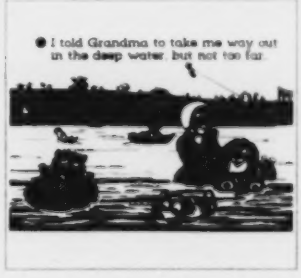
D. C. Heath & Company
1988
$75.00
Ages 5-10
Apple (128K)
LA/2,3,5,9 CP/4 SP/4,7

Children use mouse, Koala Pad, joystick, or arrow keys to select or move objects, backgrounds, words, or characters of a story. Children can also add their own words. Resulting stories can be saved and printed in color. Includes four copies of the storybook. Good design. Fun to use.

Just Grandma and Me

Enjoying storybooks, introduction to computers

◆◆◆◆◆◆◆◆◆ 90 FINAL RATING
◆◆◆◆◆◆◆◆◆ 93 User Friendliness
◆◆◆◆◆◆◆◆ 88 Educational Value
◆◆◆◆◆◆◆◆ 88 Instructional Design



Broderbund Software
1992
$49.95
Ages 3-8
Mac (CD ROM)
LA/5,6,8 TI/6

A 12-page storybook by Mercer Meyer about a young boy who spends the day at the beach with his grandma. Each page contains 10 to 20 objects that are activated by clicking on them. For example, selecting a mailbox causes it to open (with a squeak) to reveal a sleeping cat. Clear graphics, real voices, and sound. No printing or customizing options. Available in three languages—Spanish, English, and Japanese. Children of all ages enjoy this program.

Katie's Farm

Exploring, talking about actions

◆◆◆◆◆◆◆◆ 83 FINAL RATING
◆◆◆◆◆◆◆◆ 88 User Friendliness
◆◆◆◆◆◆◆ 71 Educational Value
◆◆◆◆◆◆◆◆ 87 Instructional Design

Lawrence Productions, Inc.
1990
$39.95
Ages 2-6
IIGS*, Mac, IBM (VGA or CGA), Mac II, Amiga
LA/1 TI/2,6 CL/1

Child uses a mouse (required) to operate a picture menu to explore a farm. For example, selecting the hen shows a girl checking a nest for eggs. Includes a cornfield, barn, old tree, corral, chicken coop, and a pond. Children respond well to this program, although it has limited content. It is very easy to operate and has clear graphics and recorded sounds. Similar to *McGee*.

Kermit's Electronic Storymaker

Words and their meaning

◆◆◆◆◆◆◆ 77 FINAL RATING
◆◆◆◆◆◆ 67 User Friendliness
◆◆◆◆◆◆◆◆ 86 Educational Value
◆◆◆◆◆◆◆◆ 82 Instructional Design

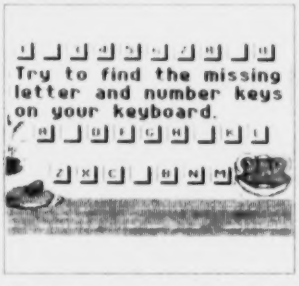
Joyce Hakansson Associates
1984
$5.95
Ages 4-up
C64
LA/6,8,9 CP/4 TI/6

Child uses joystick to select the elements of a sentence, which are illustrated with clever animation and music. There are 14 different sentence forms, each on one screen. Resulting stories can be up to 14 pages long, and can be saved. Some reading required. Available in software stores only.

Key Words: First Keyboarding Skills

Matching letter and number keys on the keyboard

◆◆◆◆◆◆◆ 77 FINAL RATING
◆◆◆◆◆◆◆ 75 User Friendliness
◆◆◆◆◆◆◆◆ 83 Educational Value
◆◆◆◆◆◆◆ 73 Instructional Design



Troll Associates
1992
$39.95
Ages 4-8
Apple
LA/4,5

Beginning keyboarding activities that use a model keyboard appearing on the screen. Four activities: (1) Typing to keep up with a frog that catches flies; (2) Racing a timer, set fast or slow, by filling in missing keys; (3) Copying three- or five-letter patterns, illustrated by a jumping frog; and (4) Typing short words using an illustrated keyboard if necessary. Allows upper- or lowercase display. Nice early keyboarding program.

Keytalk

A beginning literacy activity

◆◆◆◆◆◆◆ 76 FINAL RATING
◆◆◆◆◆ 58 User Friendliness
◆◆◆◆◆◆◆◆ 88 Educational Value
◆◆◆◆◆◆◆◆ 84 Instructional Design

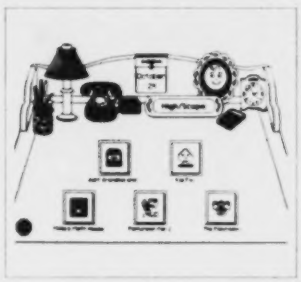
P.E.A.L. Software
1987
$99.00
Ages 3-8
Apple* (64K), IBM
LA/3,4,5,9 CP/4

A talking word processor that says in a robotic voice anything that is typed. Uses regular or Muppet keyboard. Says each letter, word, and sentence. Allows stories up to one page in 40-column text. Stories can be printed and saved. Includes on-screen word list. Pronunciation exceptions can be added.

Kid Desk

Children's file manager

◆◆◆◆◆◆◆◆◆ 90 FINAL RATING
◆◆◆◆◆◆◆◆◆ 98 User Friendliness
◆◆◆◆◆◆ 66 Educational Value
◆◆◆◆◆◆◆◆◆◆ 100 Instructional Design



Edmark Corporation
1992
$49.95
Ages 3-10
Mac*, IBM
OT/6 TI/8,9 LA/1

An easy-to-use hard-disk manager for children. Each child's individual desk contains a clock (with current time), calculator (with large buttons), calendar (which can be changed or printed), crayon set (which allows selection from six desktop patterns), answering machine (record/listen to messages), and picture icons (representing each program on the hard disk). Flexible set-up options allow high degree of control for each child. Ideal for preschool use. See *EZplay* for a similar program for IBM computers.

Kid Works

Creative writing, drawing, creating printed material

◆◆◆◆◆◆◆◆◆ 90 FINAL RATING
◆◆◆◆◆◆◆◆ 83 User Friendliness
◆◆◆◆◆◆◆◆◆◆ 96 Educational Value
◆◆◆◆◆◆◆◆◆◆ 91 Instructional Design

Davidson and Associates, Inc.
1991
$49.95
Ages 4-10
IBM (640K, VGA, printer, mouse, hard drive)
LA/6,7,8,9 CP/1,4

A talking word processor that allows the creation of illustrated stories. Includes 245 built-in rebus icons, which can also be customized. Detailed illustrations can be created. Once story is complete, it can be played back (the computer illustrates and reads), printed, or saved. Two sizes of print. Teacher options allow customization. External speech device recommended (e.g., Echo II or Covox). Requires 2MB hard drive space.

Kid Works 2

Creative writing, drawing, creating print material

◆◆◆◆◆◆◆◆◆ 91 FINAL RATING
◆◆◆◆◆◆◆◆ 85 User Friendliness
◆◆◆◆◆◆◆◆◆ 98 Educational Value
◆◆◆◆◆◆◆◆◆ 91 Instructional Design

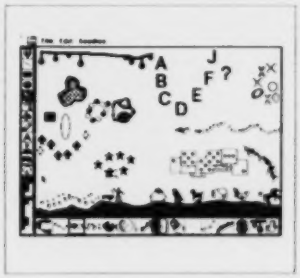
Davidson and Associates, Inc.
1992
$59.95
Ages 4-10
Mac (color, HD)
LA/3,4,5,6,7,8,9 TI/6 CP/1,4

An upgraded version of *Kid Works* (see previous review) that employs features of the color Macintosh, including a choice of ten fonts in the word processor, faster overall operation, and a voice-recording feature. Speech could be improved. Makes use of picture pull-down menus that children need help with at first but then can use on their own. Parent options allow protection of files on the hard disk.

KidPix

Drawing, creation of visual effects

◆◆◆◆◆◆◆◆◆ 93 FINAL RATING
◆◆◆◆◆◆◆◆ 85 User Friendliness
◆◆◆◆◆◆◆◆◆ 98 Educational Value
◆◆◆◆◆◆◆◆◆ 96 Instructional Design



Broderbund Software
1991
$44.95
Ages 3-up
Mac* (color or B&W), IBM (VGA and hard drive)
CP/1,4 LA/3 SP/4,7 TI/2

A powerful, easy-to-use graphics creation program. Child uses mouse (required) to draw, dribble paint, stamp letters, erase, and create shapes and backgrounds. Includes 112 picture "stamps," 36 colors (16 for IBM), 13 fill shades, and a range of entertaining sound effects (sound device recommended for IBM). Can be customized for independent use by younger children. Pictures are saved or printed in color. Limited utility for writing. Highly recommended, fun program.

KidPix Companion

Creation in video and print media

Not rated

Broderbund Software
1992
$49.95
Ages 5-up
Mac (HD, color)
CP/1,4 LA/3 TI/6 SP/4

A supplementary program that expands the capabilities of *KidPix* (see previous review). Capabilities include the linking of *KidPix* pictures into a slide show with prerecorded sound effects, music, and transition effects, and QuickTime support for making short animated "movies" that allow children to experiment with moving visual techniques. Additional stamps, blank coloring-book pages, and hidden pictures. *KidPix* required.

Kid's Stuff

Counting skills, letter recognition

◆◆◆◆◆◆◆ 76 FINAL RATING
◆◆◆◆◆◆ 64 User Friendliness
◆◆◆◆◆◆◆◆ 86 Educational Value
◆◆◆◆◆◆◆◆ 80 Instructional Design

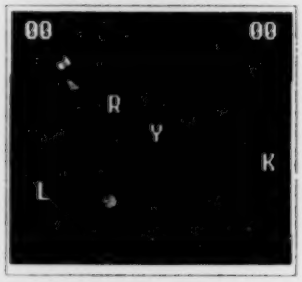
Stone & Associates
1984
$39.95
Ages 3-8
IBM*, Apple, Atari ST
LA/4,5 SE/4,5

Offers three activities accessible by a picture menu. In the letter recognition activity, child types in letters of a word, which creates animation and sounds. An entertaining program that provides options for the child.

Kids on Keys

Letter recognition

◆◆◆◆◆◆ 62 FINAL RATING
◆◆◆ 38 User Friendliness
◆◆◆◆◆◆ 63 Educational Value
◆◆◆◆◆◆◆ 79 Instructional Design



Queue, Inc.
1983
$29.95
Ages 4-9
Apple*, IBM
LA/4 CL/1 OT/3

Presents three games in which letters, pictures, or words rain down the screen. Child stops them and scores points by typing in the appropriate letter or word. Three levels of difficulty. Good keyboard practice, but requires skills that few three- or four-year-olds have.

KidsMath

Teaching and reinforcing basic math concepts

◆◆◆◆◆◆◆◆ 83 FINAL RATING
◆◆◆◆◆◆ 67 User Friendliness
◆◆◆◆◆◆◆◆◆ 97 Educational Value
◆◆◆◆◆◆◆◆ 88 Instructional Design

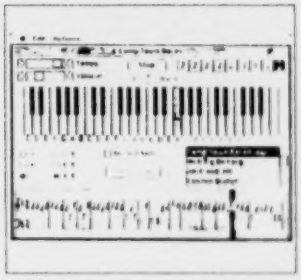
Great Wave Software
1989
$49.95
Ages 3-8
Mac (512K)
(Color version available)
NB/1,3,4,5,6,8 TI/3,6 OT/1

Child uses mouse in eight counting and computing activities ranging from counting up to 9 to identifying fractions. Contains a fraction activity that combines a part-whole and a measurement approach. Management features make it easy to customize activities to each child. Some reading required.

KidsTime

Letters, numbers, matching, writing, music

◆◆◆◆◆◆◆◆ 82 FINAL RATING
◆◆◆◆◆◆◆◆ 80 User Friendliness
◆◆◆◆◆◆◆◆◆ 91 Educational Value
◆◆◆◆◆◆◆ 77 Instructional Design



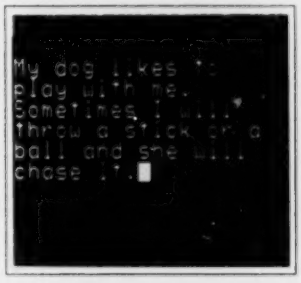
Great Wave Software
1987
$49.95
Ages 3-8
Mac*, IIGS, IBM
LA/4,9 CP/2 CL/2 NB/3 OT/1 SE/1

Five games in which child uses mouse to play a piano, record and play back melodies, match letters or pictures, use or create dot-to-dot pictures, find letters on the keyboard in upper or lower case, or write stories and have them read back using Mac's built-in speech. Nice range of activities. Good child-control. IBM and IIGS versions are more limited in design and function.

Kidsword

Large-type word processing

◆◆◆◆◆ 55 FINAL RATING
◆◆◆ 34 User Friendliness
◆◆◆◆◆◆◆ 73 Educational Value
◆◆◆◆◆◆ 63 Instructional Design



Kidsview Software, Inc.
1989
$49.95, $39.95 (Abbreviated versions available for IIGS, IBM)
Ages na
Apple*, C64
LA/9 CP/4

A word-processing program that displays large (20-letter-per-line) print on the screen. Includes such advanced features as cut and paste, insert or typeover modes, and word wrap. Text can be saved or printed. Complicated to use. Adult help is required to get started. See *Muppet Slate* or *Magic Slate* for other large-letter word processors.

KidWare 2 Learning Center 2.03

Variety of skills and experiences

◆◆◆◆◆◆◆ 71 FINAL RATING
◆◆◆◆◆◆◆ 79 User Friendliness
◆◆◆◆◆◆ 68 Educational Value
◆◆◆◆◆◆ 64 Instructional Design

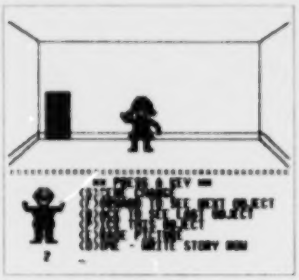
Mobius Corporation
1991
$1,215.00 (1 station)
Ages 3-5
IBM with PowerPad, (Digispeech) microphone, and speech card
LA SP TI CP NB

A LinkWay-based software package consisting of 11 programs: *Electronic Easel, The Farm, Fantastic Animals, Fun with Letters and Words, Mural Maker, I Can Count the Petals of a Flower, Electronic Builder, Music Maker, Word Processor for Kids, Facemaker Golden Edition,* and *Mixed-Up Mother Goose* (see individual reviews of each title). Clear picture menus give access to each program. Management system tracks time for child's use of program. Uses digitized speech that can be customized.

Kidwriter

Creating computer storybooks

◆◆◆◆◆◆◆ 73 FINAL RATING
◆◆◆◆ 48 User Friendliness
◆◆◆◆◆◆◆◆◆ 97 Educational Value
◆◆◆◆◆◆◆◆ 81 Instructional Design



Queue, Inc.
1984
$49.95
Ages 6-10
Apple*, IBM (CGA, 3.5")
LA/9 CP/4

Child creates picture, selecting from 100 objects that can be moved and changed in size or color. Text can be typed on the lower third of the screen. Stories can be saved and can have several pages. Some reading required. A newer version (*Kidwriter Golden Edition*) contains 200 objects, allows incorporation of music, and adds printing capacity.

Kieran

Letters, numbers, clocks, upper/lower case

◆◆◆◆◆◆◆ 70 FINAL RATING
◆◆◆◆◆◆◆ 79 User Friendliness
◆◆◆◆◆◆◆ 79 Educational Value
◆◆◆◆◆ 57 Instructional Design

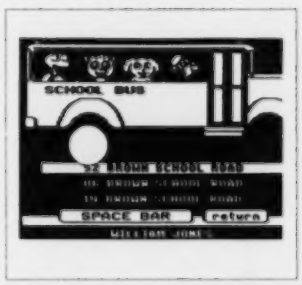
Ohm Software Company
1986
$39.95
Ages 3-6
Mac
LA/1 NB/3 TI/9 SP/2

An easy-to-use program with eight activities. Child uses mouse to choose a letter and see associated picture, to choose a number and see associated set, and to choose a clockface and hear the time. There is also an upper/lower case matching activity, a sliding square puzzle, a calculator, a typewriter, and a mystery picture. Uses Macintosh's internal speech.

Kinder Critters

Addresses, phone numbers, and letter recognition

◆◆◆◆◆◆◆ 70 FINAL RATING
◆◆◆◆◆◆ 61 User Friendliness
◆◆◆◆◆◆◆◆ 82 Educational Value
◆◆◆◆◆◆◆ 71 Instructional Design



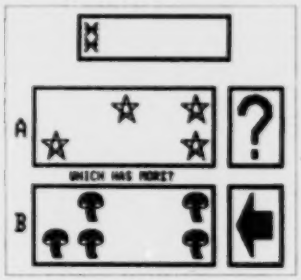
Microgram
1991
$29.95
Ages 5-6
Apple
LA/4,5 CL/2 OT/5

Two disks: (1) Child uses spacebar to match upper- or lower-case letters or three-letter words in simple multiple-choice format. (2) Child receives practice recognizing and typing own phone number and address. Data file can keep eight classes of 40 children each. Useful for kindergarten teachers.

Kinder Koncepts MATH

Number and math skills

◆◆◆◆◆ 57 FINAL RATING
◆◆◆◆ 46 User Friendliness
◆◆◆◆◆◆◆◆◆ 93 Educational Value
◆◆◆◆ 44 Instructional Design



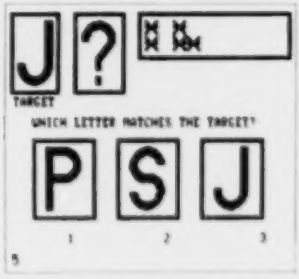
Queue, Inc.
1985
$65.00
Ages 4-7
Apple
NB/1,2,3,4,5,6,7,8

Fifteen well-designed math games cover various number concepts, e.g., estimating length, using units of measurement, counting, numeral recognition. All games follow same drill-and-practice format. Menu designed for adults, which limits child-control.

Kinder Koncepts Reading

Reading readiness

◆◆◆◆ 44 FINAL RATING
◆◆◆◆ 44 User Friendliness
◆◆◆◆◆ 56 Educational Value
◆◆◆ 37 Instructional Design



Queue, Inc.
1985
$65.00
Ages 4-8
Apple
LA/4 CL/1 OT/1

Fifteen activities on three disks each present 10 problems concerning a specific reading concept including matching letters and shapes, upper/lower case, alphabetical order, and memory. Keeps track of progress. Offers a wide range of content. Some reading required, especially for main menu.

Kindercomp

Matching, U/L-case practice, drawing

◆◆◆◆◆◆ 68 FINAL RATING
◆◆◆◆◆◆◆ 77 User Friendliness
◆◆◆◆◆◆◆ 72 Educational Value
◆◆◆◆◆◆◆◆ 83 Instructional Design

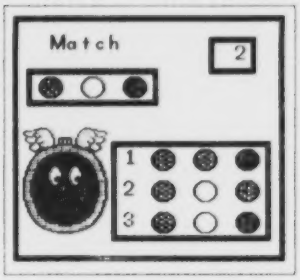
Queue, Inc.
1982
$29.95
Ages 3-8
Apple, IBM*
CP/1 CL/2 LA/4

Offers six games of varying difficulty, including a simple drawing (move cursor with arrow keys) and matching activity that increases in difficulty as child improves. Offers variety of content, which lengthens the life of the program. Menu requires reading.

Kindercomp Golden Edition

Counting, letters, matching, and drawing

◆◆◆◆◆◆◆ 70 FINAL RATING
◆◆◆◆◆ 56 User Friendliness
◆◆◆◆◆◆◆◆◆ 90 Educational Value
◆◆◆◆◆◆◆ 70 Instructional Design



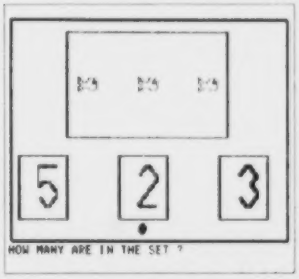
Queue, Inc.
1986
$39.95
Ages 3-7
Apple*, IBM (3.5")
NB/3 LA/4 CL/2 CP/1

Eight activities: Draw, Name, Match, Letters, Alphabet, Count, Sequence, and Add. Provides practice with the alphabet, upper/lower-case letters, counting (as high as 30), number sequence, counting by 2s, 3s, etc., and addition (sums up to 18). Offers good range in content and level of challenge.

Kindermath II

Math fundamentals

◆◆◆◆◆ 57 FINAL RATING
◆◆◆◆◆◆ 65 User Friendliness
◆◆◆◆◆◆◆ 70 Educational Value
◆◆◆◆ 45 Instructional Design



Houghton Mifflin Co.
1988
$276.00
Ages 4-7
Apple (64K)
NB/1,2,3,4,5,8 CL/2 SP/8

Ten disks cover 90 separate objectives, starting with "same" and "different" and ending with addition and subtraction problems with sums less than 10. Child uses joystick (required) to move cursor to correct answer. Keeps records. Requires adult setup and Echo speech synthesizer. Dry presentation.

Knowing Directions

Directions up, down, left, right

◆◆◆◆◆◆ 66 FINAL RATING
◆◆◆◆◆◆◆ 70 User Friendliness
◆◆◆◆◆◆◆ 76 Educational Value
◆◆◆◆◆ 55 Instructional Design

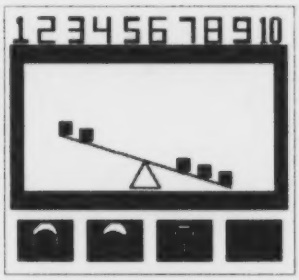
Access Unlimited
1988
$25.00
Ages 3-6
Apple
SP/4

Four activities on one disk: (1) Child indicates when two arrows point in the same direction, (2) child matches word (up, down, left, right) to arrow, (3) child indicates which arrow goes with a direction word, and (4) child moves a shape in a requested direction, using the arrow keys. Correct answers yield a burst of colors and a short tune, unrelated to concept.

Knowing Numbers

Fundamental math skill practice

◆◆◆◆◆◆ 67 FINAL RATING
◆◆◆◆◆◆◆ 79 User Friendliness
◆◆◆◆◆◆◆ 77 Educational Value
◆◆◆◆◆ 53 Instructional Design



Mindscape, Inc.
1983
$61.00
Ages 3-6
Apple
NB/1,3,7

Presents counting, addition, and subtraction activities. Child uses nodding or shaking heads to decide (1) if a group matches a numeral, (2) which group has "more," and (3) if the sum of two groups equals a third. No reading. Some management.

Koala Pad Graphics Exhibitor

Drawing

◆◆◆◆◆◆◆ 76 FINAL RATING
◆◆◆◆◆◆◆◆ 85 User Friendliness
◆◆◆◆◆◆◆ 74 Educational Value
◆◆◆◆◆◆ 68 Instructional Design

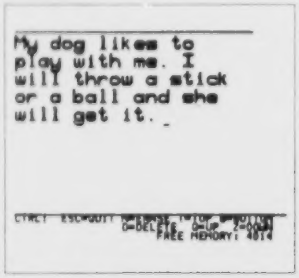
Koala Technologies Corp.
1983
$139.50
Ages 5-up
Apple IIe*, IBM
CP/1,4 SP/7

This is the software that comes with the Koala Pad, which hooks into a joystick port. By moving finger or pointer across a pad surface, a child can draw lines, circles, or squares and fill or magnify shapes, using many available colors. Picture menu is usable but complex for young children. Price includes Koala Pad and program.

Language Experience Recorder Plus

Word processing

◆◆◆◆◆ 55 FINAL RATING
◆◆◆ 33 User Friendliness
◆◆◆◆◆◆◆ 75 Educational Value
◆◆◆◆◆◆ 63 Instructional Design



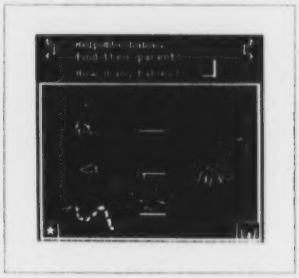
Teacher Support Software
1987
$99.95
Ages 5-up
Apple, IBM
LA/1,2,3,4,5,9 OT/4

A large-print (20-column) word processor. Stories can be saved, analyzed for readability level, printed, or read back through an Echo or Slotbuster speech synthesizer. Two small-print (40- and 80-column) versions are included. Adult help required to use menus.

Learn About: Animals

Animals, environments, and creative writing

◆◆◆◆◆◆◆◆ 80 FINAL RATING
◆◆◆◆◆◆◆ 75 User Friendliness
◆◆◆◆◆◆◆◆◆ 94 Educational Value
◆◆◆◆◆◆◆ 74 Instructional Design



Wings for Learning
1989
$75.00
Ages 5-8
Apple (128K, 3.5" or 5.25")
CP/4 LA/8,9 SP/1,5 SE/1

Child uses a mouse (recommended), joystick, or Muppet Learning Keys to explore animal homes, babies, food, movements, or size. Includes activities that allow a child to write about habitats or to create and print animal masks. High degree of child-control. Work can be saved or printed. Startup with 5.25" disks requires disk change.

Learn About: Plants

Plants, environments, and creative writing

◆◆◆◆◆◆◆◆ 80 FINAL RATING
◆◆◆◆◆◆◆ 75 User Friendliness
◆◆◆◆◆◆◆◆◆ 94 Educational Value
◆◆◆◆◆◆◆ 74 Instructional Design

Wings for Learning
1990
$75.00
Ages 5-8
Apple (128K, 3.5" or 5.25")
CP/4 LA/8,9 SP/1,5 SE/1

Child uses mouse (recommended), joystick, or Muppet Learning Keys to explore what plants are, where they live, their seeds, how we use them, and what they need to live. Additional activities allow child to write about plants or to create imaginary plants. High degree of child-control. Use of 5.25" disks requires disk change for startup.

Learn the Alphabet

Upper/lower case, alphabetical order

◆◆◆◆◆ 56 FINAL RATING
◆◆◆◆◆◆ 64 User Friendliness
◆◆◆◆ 49 Educational Value
◆◆◆◆◆ 54 Instructional Design

Queue, Inc.
1984
$24.95
Ages 4-8
Apple*, IBM
LA/4,5 CL/2 SP/4

Child uses arrow keys or joystick to match letters to complete an alphabetical sequence or simple words. Eight levels, ranging from matching one letter to completing a word. Somewhat confusing graphics.

Learn to Add

Matching numbers, addition, subtraction

◆◆◆◆◆◆◆ 75 FINAL RATING
◆◆◆◆◆◆◆◆ 82 User Friendliness
◆◆◆◆◆◆◆◆ 86 Educational Value
◆◆◆◆◆◆ 61 Instructional Design

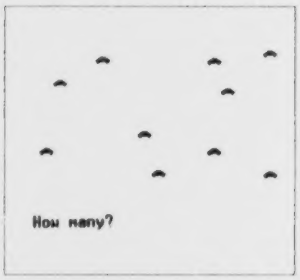
Queue, Inc.
1984
$24.95
Ages 3-7
Apple*, IBM (CGA, 3.5")
NB/1,3,4,7

Child uses joystick or arrow keys to match numbers to sets, match sets, or do simple addition or subtraction problems. Child is rewarded with rainbow. Four challenge levels (9 - 4 = 5 most difficult). Allows high level of child-control. IBM version comes on back of Apple disk.

Learning About Numbers

Counting, clocks, basic math facts

◆◆◆◆◆◆◆ 78 FINAL RATING
◆◆◆◆◆ 56 User Friendliness
◆◆◆◆◆◆◆◆ 86 Educational Value
◆◆◆◆◆◆◆◆◆ 91 Instructional Design



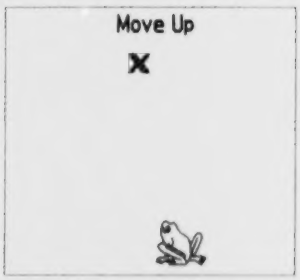
C&C Software
1983
$50.00
Ages 3-6
Apple
NB/8 TI/9

Provides a variety of number experiences: Let's Count, Let's Tell Time, and Arithmetic Fun, all with varying difficulty levels. Many aspects of this program can be managed by an adult, due to a well-designed management system.

Learning Directions

Directions of up, down, left, right

◆◆◆◆◆◆ 62 FINAL RATING
◆◆◆◆◆◆◆ 71 User Friendliness
◆◆◆◆◆◆ 67 Educational Value
◆◆◆◆ 48 Instructional Design



Access Unlimited
1988
$25.00
Ages 3-6
Apple
SP/4

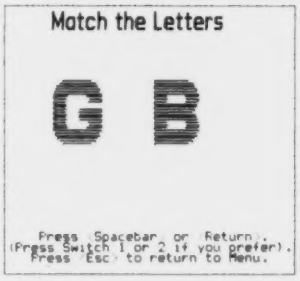
For use in special education settings. Child progresses object towards a marker by pressing the spacebar or single switch. Also includes a nonstructured activity in which child uses the arrows to move many objects around the screen.

Learning Letters

Matching letters

◆◆◆◆◆◆ 62 FINAL RATING
◆◆◆◆◆ 59 User Friendliness
◆◆◆◆◆◆◆ 76 Educational Value
◆◆◆◆◆ 55 Instructional Design

Access Unlimited
1988
$25.00
Ages 3-6
Apple
LA/4 OT/3



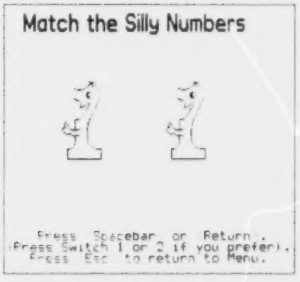
Three activities on one disk: Match the Letter—child sees two letters and uses spacebar and RETURN to indicate when they are the same. Press the Letter—child sees a letter and presses it on the keyboard. Typing Practice— child can "type" any letter with large upper-case, multicolored letters.

Learning Numbers

Counting from 1 to 5

◆◆◆◆◆◆ 63 FINAL RATING
◆◆◆◆◆◆◆ 71 User Friendliness
◆◆◆◆◆◆◆ 74 Educational Value
◆◆◆◆ 48 Instructional Design

Access Unlimited
1989
$25.00
Ages 3-6
Apple
NB/2,3,4



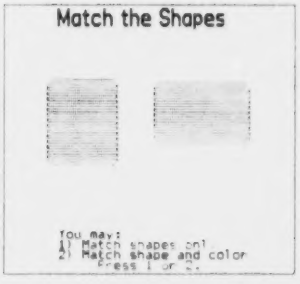
Three simple activities involving counting up to 5: Match Numbers—child uses spacebar to match two numerals. Match Sets—child sees a set and creates a matching one by pressing the spacebar. Match Sets to Numbers—child sees a set of 1 to 5 objects and selects matching number. Can be used with a single switch. Reinforcements not related to content.

Learning Shapes

Practice with four basic shapes

◆◆◆◆◆◆ 66 FINAL RATING
◆◆◆◆◆◆◆ 70 User Friendliness
◆◆◆◆◆◆◆ 76 Educational Value
◆◆◆◆◆ 55 Instructional Design

Access Unlimited
1988
$25.00
Ages 3-6
Apple
SP/8 CL/2 CP/1

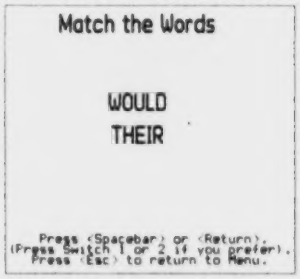


Four simple activities. Match the Shapes—child indicates when two shapes are the same. Name the Shape—child matches a shape with its name. Find the Shape—child selects a shape to match a given word. Draw a Picture—child uses arrows, spacebar, and RETURN to create structures from shapes. Color monitor recommended.

Learning Sight Words

Matching and typing sight words

◆◆◆◆◆ 56 FINAL RATING
◆◆◆◆◆ 56 User Friendliness
◆◆◆◆◆◆◆ 75 Educational Value
◆◆◆◆ 45 Instructional Design



Access Unlimited
1988
$25.00
Ages 3-6
Apple
LA/5 CL/2

Three simple activities. Match the Words—child matches two words. Spell the Word—child sees a word and must type it. Guess the Word—child sees a word spelled with cartoon letters and types it. Contains 220 sight words. Uses regular or alternate keyboards.

Learning the Alphabet

Alphabet skills

◆◆◆◆◆◆ 66 FINAL RATING
◆◆◆◆◆ 57 User Friendliness
◆◆◆◆◆◆◆ 72 Educational Value
◆◆◆◆◆◆◆ 70 Instructional Design

Access Unlimited
1988
$25.00
Ages 3-6
Apple
LA/4 CL/2

Contains three alphabet activities: The Alphabet Song—child can hear the alphabet song, one letter at a time, by pressing the spacebar. Practice the Alphabet—child sees a letter and must press the letter on the keyboard. Guess the Next Letter—child is shown part of the alphabet and must enter the next letter in sequence.

Learning the Alphabet

Matching letters, alphabetical order

◆◆◆◆◆ 50 FINAL RATING
◆◆◆◆ 49 User Friendliness
◆◆◆◆◆ 52 Educational Value
◆◆◆◆◆ 50 Instructional Design

MicroED, Inc.
1987
$29.95
Ages 3-6
Amiga (512K)
LA/4

Child is shown portion of the alphabet. By clicking the mouse, child selects matching letters, in order, from letters scattered on the screen. The computer says each letter and gives a feedback message in a fairly clear voice. Repetitive format causes children to lose interest.

Let's Go to Hannah's House

Pre-literacy skills

◆◆◆◆ 48 FINAL RATING
◆◆◆◆ 49 User Friendliness
◆◆◆◆ 40 Educational Value
◆◆◆◆◆ 50 Instructional Design

Intellimation
1990
$39.95
Ages 3-5
Mac (hard disk, Hypercard)
LA/4 NB/4 CP/1

A computerized scrapbook for Hannah, the author's daughter. By clicking on one of 15 icons that appear in the main menu, a child can hear Hannah's family's voices and her favorite tunes, count the chimes of her clock, draw pictures, and so on. Content is of little meaning to most children. Consists of a large, 17-stack hypercard program. Not recommended.

Letter Games

Letter recognition

◆◆◆ 34 FINAL RATING
◆◆ 24 User Friendliness
◆◆◆◆ 40 Educational Value
◆◆◆◆ 49 Instructional Design

Island Software
1982
$25.00
Ages 3-6
Apple
LA/4 CL/2

Three drill games for letter discrimination. Upper/lower-case options are available. No branching. Has errors if used without light pen. Not recommended.

Letter Recognition

Location of letters on keyboard

◆◆◆◆ 48 FINAL RATING
◆◆◆◆ 40 User Friendliness
◆◆◆◆◆◆ 62 Educational Value
◆◆◆◆ 47 Instructional Design

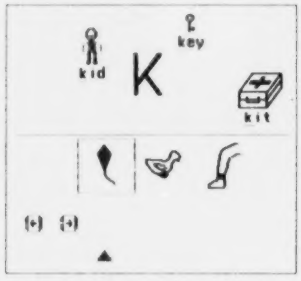
Hartley Courseware
1983
$39.95
Ages 5-7
Apple
LA/4

A single letter is presented for child to find on keyboard. Model keyboard appears as help is needed, showing letter location. Options include upper/lower-case and number words. Records are kept.

Letters and First Words

Letters, initial consonants

◆◆◆◆◆◆ 68 FINAL RATING
◆◆◆◆◆ 55 User Friendliness
◆◆◆◆◆◆◆ 72 Educational Value
◆◆◆◆◆◆◆ 75 Instructional Design



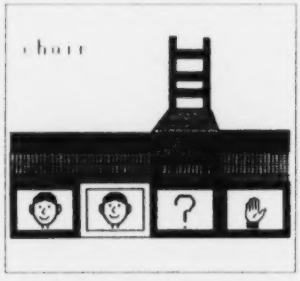
C&C Software
1984
$60.00
Ages 3-6
Apple
LA/4,5,6

Three games: ABC, Letter Sounds, and Building Words. Management system allows for records for up to 50 children. Child makes selections by moving box cursor. Offers wide range of content and effective design features.

Letters and Words

Letter recognition, alphabet order

◆◆◆◆◆◆ 68 FINAL RATING
◆◆◆◆◆◆◆ 79 User Friendliness
◆◆◆◆◆◆ 68 Educational Value
◆◆◆◆◆◆ 60 Instructional Design



Mindscape, Inc.
1983
$61.00
Ages 3-6
Apple*, IBM
LA/4,5

Three games on letters and words. Child selects Y, N, ?, or ESCAPE for each problem. Provides drill on alphabet order by asking what letter fits into a missing series. Management features: selection of number of rounds, performance summary, selection of timing of cursor movement, and new word list.

Letters, Pictures & Words

Letter recognition

◆◆◆◆◆◆ 67 FINAL RATING
◆◆◆◆◆◆ 63 User Friendliness
◆◆◆◆◆◆ 61 Educational Value
◆◆◆◆◆◆◆ 74 Instructional Design

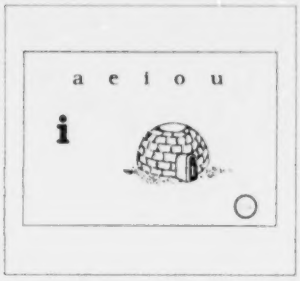
Queue, Inc.
1990
$39.95
Ages 3-6
Apple
LA/4,5

Four activities on two-sided disk: (1) A letter and scene are shown. Child must find letter on the keyboard to animate the scene. (2) An object in a scene is highlighted. Child selects beginning letter from four choices. (3) A letter is shown. Child moves pointer to a matching object. (4) A word is shown. Child moves pointer to the matching object. Uses cartoonist graphics. High in child-control. Limited in content.

Lexia I, II, III

Word recognition skills

◆◆◆◆◆◆◆◆ 87 FINAL RATING
◆◆◆◆◆◆◆◆ 86 User Friendliness
◆◆◆◆◆◆◆◆◆ 91 Educational Value
◆◆◆◆◆◆◆◆ 84 Instructional Design



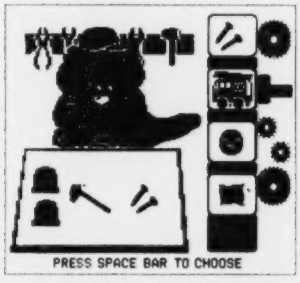
Lexia Learning Systems, Inc.
1992
$250.00 per level
Ages 5-7
IBM (Digispeech required)
LA/4,5,6 CL/2

Consists of 18 programs (six per level) designed to develop basic skills: Level I — short vowels and consonants; Level II — short/long vowels, consonant digraphs and blends; Level III — vowel review, vowel words, vowel combination words, two-syllable words, and alphabetizing. Effective design branches automatically, keeps ongoing individualized records. Works with mouse or TouchWindow. Also available is a 5-10 minute diagnostic oral reading test, *Assess* ($150.00), for Apple II or IBM.

Lion's Workshop

Visual discrimination

◆◆◆◆ 49 FINAL RATING
◆◆◆◆ 49 User Friendliness
◆◆◆◆◆ 54 Educational Value
◆◆◆◆ 45 Instructional Design



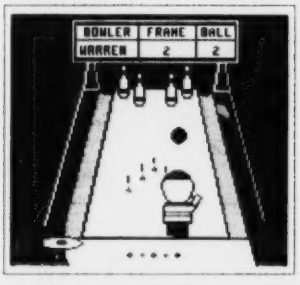
Merit Software
1985
$24.95
Ages 4-8
Apple*, C64
CL/2

Two activities: (1) Child uses A and Z keys to move conveyer belt to select an object that goes with another (e.g., thread/needle). (2) Child selects missing piece of a given object. Limited content. Confusing graphics.

Little People Bowling Alley

Spatial relationships and addition practice

◆◆◆◆◆◆◆ 70 FINAL RATING
◆◆◆◆◆◆◆ 79 User Friendliness
◆◆◆◆◆◆◆ 71 Educational Value
◆◆◆◆◆◆ 68 Instructional Design



GameTek/IJE, Inc.
1988
$9.95
Ages 3-8
Apple, IBM*, C64
SP/4 TI/1 NB/7

A bowling game. Child uses arrow keys (or joystick) to position a bowler and presses the spacebar to roll the ball and knock over up to six pins. Can be set for one or two players, or for child to add up own score (e.g., 33 + 6). More advanced level allows control over curve of the ball. Young children need help setting up options. Minor bugs in the IBM version.

Little People Farm Creativity Kit

Seasons, farms, farm words, creation of cutout products

◆◆◆◆◆◆◆◆ 81 FINAL RATING
◆◆◆◆◆◆◆◆ 85 User Friendliness
◆◆◆◆◆◆◆◆ 80 Educational Value
◆◆◆◆◆◆◆ 78 Instructional Design

Gametek/IJE, Inc.
1992
$24.95
Ages 3-6
IBM
SP/3,4 TI/9 LA/5 CP/4

Child uses mouse or arrow keys to select objects to place in a farm scene. When pointer is moved over an object, the associated word appears. Pressing ENTER selects the item, which is shown in an animated scene in one of the seasons. It can then be printed — making cutout blueprints with finger puppets. A silo and barn contain nearly 150 hidden items. Easy to use. Offers little creativity.

Little People Main Street Creativity Kit

Exploring a street, creating with paper cutouts

◆◆◆◆◆◆◆ 78 FINAL RATING
◆◆◆◆◆◆◆◆ 82 User Friendliness
◆◆◆◆◆◆◆ 73 Educational Value
◆◆◆◆◆◆◆ 76 Instructional Design

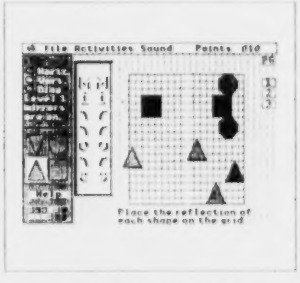
GameTek/IJE, Inc.
1992
$24.95
Ages 3-8
IBM
SP/3,4 CP/4

Child sees a main street with seven buildings. By moving the pointer with mouse or arrows, child can go into buildings and find 200 items that illustrate short animated routines. For example, child can turn on a light to see a barber give a haircut. Once in a building, a print icon appears that allows the printing of 3-D cutout sheets, which can be colored and glued.

Logic Blocks

Understanding geometry, patterns, and logic

◆◆◆◆◆◆◆◆ 86 FINAL RATING
◆◆◆◆◆◆◆◆ 83 User Friendliness
◆◆◆◆◆◆◆◆◆ 98 Educational Value
◆◆◆◆◆◆◆◆ 81 Instructional Design



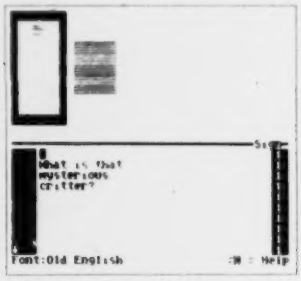
The Learning Box
1991
$59.00
Ages 5-12
IIGS, Mac (color)
SP/1,2,3,8,9,10 CL/1,2,3 SE/1-4 CP/1

Four activities: (1) Layers — child copies colored block patterns. (2) Smokescreen — child uses attribute clues and memory to uncover a hidden block pattern. (3) Patterns — child finishes incomplete block patterns by following symmetrical design. (4) Mirrors — child creates a block pattern in reverse. Each activity contains an open-ended application that invites experimentation. An excellent addition to a K-3 math curriculum.

Looney Tunes Print Kit

Creating printed materials

◆◆◆◆ 46 FINAL RATING
◆◆◆ 32 User Friendliness
◆◆◆◆◆◆ 60 Educational Value
◆◆◆◆◆ 50 Instructional Design



Hi Tech Expressions
1989
$11.95
Ages 3-up
Apple*, IBM, C64, Atari
CP/4 LA/9

A printing program featuring 60 Looney Tunes characters, 20 borders, and 7 typefaces in three sizes. Can make cards, banners, signs, stationery, or storybook. Design makes it difficult to use. Reading required.

Magic Crayon

Drawing with arrow keys

◆◆◆◆◆◆◆ 75 FINAL RATING
◆◆◆◆◆ 53 User Friendliness
◆◆◆◆◆◆ 67 Educational Value
◆◆◆◆◆◆◆◆◆ 95 Instructional Design

C&C Software
1983
$45.00
Ages 4-6
Apple
CP/1,3,4 SP/11

A simple drawing program in 16 colors and three difficulty levels. Good record keeping and management are available to the teacher or parent. Stickers are included to label the keys.

Magic Melody Box

Creating music

◆◆◆◆◆ 59 FINAL RATING
◆◆◆◆ 45 User Friendliness
◆◆◆◆◆◆ 64 Educational Value
◆◆◆◆◆◆ 64 Instructional Design

W. Wes Horlacher's New Media Values Center
1988
$19.95
Ages 3-6
Atari
CP/2 SE/1

Child uses joystick to draw a melody line, to which the computer adds chords and replays. A three-octave major scale is available. A basic cartridge is required. Some reading required.

Magic Slate II

Word processing

◆◆◆◆◆◆◆◆ 81 FINAL RATING
◆◆◆◆◆◆◆ 70 User Friendliness
◆◆◆◆◆◆◆◆◆ 92 Educational Value
◆◆◆◆◆◆◆◆ 85 Instructional Design

Sunburst Communications, Inc.
1984
$65.00
Ages 7-up
Apple
LA/4,9 CP/4 OT/3,4

Easy-to-use word processor with large (20-column) text and picture menu. Effective for experience stories for preschool level. Stories can be saved, printed, and edited. Also available in 40- and 80-column versions (these contain more editing and print options). If used on a Corvus or AppleShare network, a mail feature allows children to send messages to one another. Spanish version available.

Magic String, The

Reading skills

◆◆◆◆ 46 FINAL RATING
◆◆◆◆◆ 52 User Friendliness
◆◆◆◆ 46 Educational Value
◆◆◆◆ 41 Instructional Design

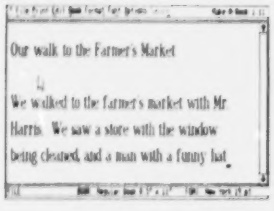
Troll Associates
1985
$39.95
Ages 5-6
Apple
LA/11

Three activities: (1) Shows six words. Using spacebar, child arranges words in alphabetical order. (2) Child selects word that doesn't belong, e.g., "swan, duck, fail." (3) Child arranges letters to make words. Menus require reading, limiting child-control.

Make-A-Book

Creation of books

◆◆◆◆◆◆ 67 FINAL RATING
◆◆◆ 37 User Friendliness
◆◆◆◆◆◆◆◆ 86 Educational Value
◆◆◆◆◆◆◆◆ 83 Instructional Design


Our walk to the Farmer's Market

We walked to the farmer's market with Mr Harris. We saw a store with the window being cleaned, and a man with a funny hat.

Teacher Support Software
1991
$59.95
Ages 5-11
IBM
LA/9 CP/4

A talking word processing program with printing routines that allow creation of five sizes of books on standard printing paper. Pull-down menus include help screens and printing and speech options. Includes 14 large-sized fonts, although only one can be used per file. Mouse optional, but recommended. Supports a variety of printers. Works with DoubleTalk PC, Echo, Covox, or Sound Blaster speech cards. Setup required.

Mario Teaches Typing

Typing skills and practice

◆◆◆◆◆◆◆◆ 88 FINAL RATING
◆◆◆◆◆◆◆◆ 88 User Friendliness
◆◆◆◆◆◆◆◆◆ 90 Educational Value
◆◆◆◆◆◆◆◆ 87 Instructional Design

Interplay Productions
1992
$39.95
Ages 5-up
IBM (Sound card, 2.3MB)
LA/4 OT/3

Three-level typing activity: (1) Smash & Dash—user types scrolling letters to earn points. For beginners typing from 5 to 12 words per minute (wpm); (2) Wet Word Challenge — the faster scrolling words are typed, the faster Mario swims; (3) Tunnel of Doom — user types scrolling sentences to avoid falling blocks. Designed to build typing speed to 50 wpm. Program uses clever game-like sounds and graphics. Record keeping saves games for ongoing play. The most enjoyable typing program yet reviewed.

Marvin the Moose Volume 1

Reading comprehension and social skills

◆◆◆◆◆◆ 64 FINAL RATING
◆◆◆◆◆◆ 62 User Friendliness
◆◆◆◆◆◆ 68 Educational Value
◆◆◆◆◆◆ 64 Instructional Design

Milliken Publishing Co.
1991
$49.95
Ages 3-8
IBM (Sound card, mouse)
LA/9,10 NB/3 TI/6 SE/1 OT/5
CP/4

Consists of two 23-screen stories featuring Marvin the Moose. Using mouse or arrows, a child can turn pages as the story is read. Every few pages, a multiple-choice question is asked. An activity disk contains a four-page coloring book (with 16 colors) and a writing option that allows one paragraph to be printed. Each page also can be printed. Management options allow adult control over level of questions and story presentation.

Marvin the Moose Volume 2

Reading comprehension and social skills

◆◆◆◆◆◆ 64 FINAL RATING
◆◆◆◆◆◆ 62 User Friendliness
◆◆◆◆◆◆ 68 Educational Value
◆◆◆◆◆◆ 64 Instructional Design

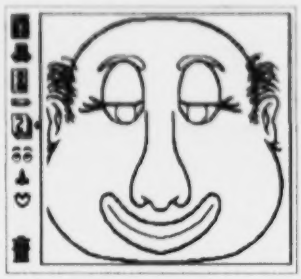
Milliken Publishing Co.
1991
$49.95
Ages 3-8
IBM (Sound card, mouse)
LA/9,10 NB/3 TI/6 SE/1 OT/5
CP/4

Consists of two 23-screen stories featuring Marvin the Moose. Using mouse or arrows, a child can turn pages as the story is read. Every few pages, a multiple-choice question is asked. An activity disk contains a four-page coloring book (with 16 colors) and a writing option that allows one paragraph, or a full page, to be printed. Management options allow selection of question level and story style.

Mask Parade

Creative design

◆◆◆◆◆◆◆◆ 84 FINAL RATING
◆◆◆◆◆◆◆◆ 80 User Friendliness
◆◆◆◆◆◆◆◆ 86 Educational Value
◆◆◆◆◆◆◆◆ 80 Instructional Design



Queue, Inc.
1984
$39.95
Ages 4-12
Apple*, IBM (CGA, 3.5")
CP/1,4 SP/5,7

Child can design and print masks and other cutouts. The design part requires choosing the components of the mask (eyes, nose, etc.). Easy to print, once printer is set up. Pictures can be saved on disk. No reading required. Will not print on the IIGS.

Match Maker (Beginning)

Matching objects

◆◆◆◆◆◆◆ 77 FINAL RATING
◆◆◆◆◆◆◆◆ 81 User Friendliness
◆◆◆◆◆◆◆◆ 80 Educational Value
◆◆◆◆◆◆◆ 70 Instructional Design

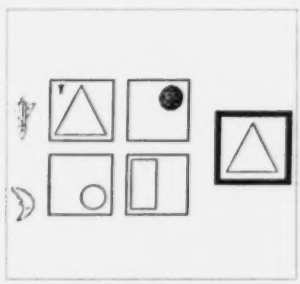
Wescott Software
1991
$20.00
Ages 3-6
IBM
CL/2 OT/1

A version of concentration in which the child uses the arrow keys or a mouse to turn over cards and make matcnes. Includes 10 sets of pictures that vary in difficulty level (e.g., numerals, colors, safety signs, upper- and lower-case letters, finger spell signs). Options allow for number of cards (from 4 to 30), selection of one or two players, and presentation of cards.

Match-On-A-Mac V.2.0

Matching letters, shapes, numbers, words; mouse practice

◆◆◆◆◆◆◆ 79 FINAL RATING
◆◆◆◆◆◆◆◆ 82 User Friendliness
◆◆◆◆◆◆◆◆ 83 Educational Value
◆◆◆◆◆◆◆ 75 Instructional Design



Teach Yourself by Computer
1992
$39.95
Ages 3-7
Mac (HD)
CL/2 NB/1,3,4 LA/4,5 SP/8

A multiple-choice program in which child matches shapes, upper/lower-case letters, short words, the letters b and d, quantities, and numbers with quantities. Also has a game for practicing mouse use. Keeps records. Has a "lesson plan" feature whereby adult can determine the activities that appear. Easy to use. A color version is available.

Math and Me

Shapes, patterns, numbers, and addition

◆◆◆◆◆◆◆ 78 FINAL RATING
◆◆◆◆◆◆◆◆ 80 User Friendliness
◆◆◆◆◆◆◆◆◆ 94 Educational Value
◆◆◆◆◆◆ 67 Instructional Design

Davidson and Associates, Inc.
1987
$29.95
Ages 3-6
Apple* (128K), IBM, IIGS ($49.95)
NB/1,3,4,7 CL/2 SE/4

Twelve activities covering shape matching, number recognition, patterns, numerical order, and addition with objects or numbers. In each activity, child uses mouse (optional) or arrow keys to select one of four boxes in a multiple-choice format. Good design and graphics. Good range of content. Talking version for the IIGS gives verbal feedback.

Math Blaster Plus

Basic math facts practice

◆◆◆◆◆◆◆◆ 85 FINAL RATING
◆◆◆◆◆◆◆◆ 84 User Friendliness
◆◆◆◆◆◆◆◆ 88 Educational Value
◆◆◆◆◆◆◆◆ 83 Instructional Design

Davidson and Associates, Inc.
1991
$49.95
Ages 6-12
Mac* 1 MB (2MB for color), IBM (CGA, VGA)
NB/9 TI/3

Four activities provide practice with math problems involving basic addition, subtraction, multiplication, division, and percentages. Activities mix math facts with arcade-style games. Features include choice of problem display, record keeping, customization of problems, and creation of printed math worksheets. Excellent use of sound and graphics. Mouse and printer recommended, but not required. Very well designed. Fun to use.

Math Concepts Level P

Math concepts and symbols

◆◆◆◆◆◆◆ 73 FINAL RATING
◆◆◆◆ 43 User Friendliness
◆◆◆◆◆◆◆◆ 88 Educational Value
◆◆◆◆◆◆◆◆ 86 Instructional Design

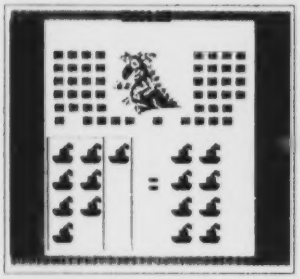
EduQuest
1987
$119.00
Ages 4-5
IBM
NB/1,3,4,6,7,8 CL/2 SE/3 SP/8

The first in IBM's Math Concepts series, this program offers 4 units and 18 lessons that range from comparing sizes (child uses arrows to select largest picture) to identifying shapes. Child first types in password for custom lesson. Keeps records. Offers many setup and teacher options. Wide range of content. Some reading required.

Math Magic

Math facts (add, sub., mult., div.)

◆◆◆◆◆ 53 FINAL RATING
◆◆◆◆◆ 53 User Friendliness
◆◆◆◆◆◆ 67 Educational Value
◆◆◆◆ 43 Instructional Design



MindPlay
1984
$49.99
Ages 4-9
Apple*, IBM, Mac
NB/3

A math game in which player deflects bouncing ball to break down a wall while periodically answering math problems to score points. Design options include paddle size, level and number of problems, and speed of ball.

Math Maze

Basic math facts

◆◆◆◆◆ 52 FINAL RATING
◆◆◆◆ 47 User Friendliness
◆◆◆◆◆◆ 62 Educational Value
◆◆◆◆◆ 50 Instructional Design

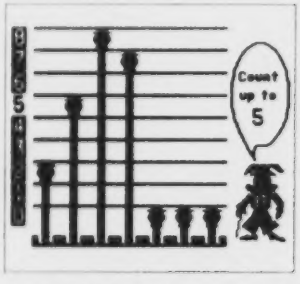
Compton's New Media
1983
$51.00
Ages 6-10
Apple*, IBM, Atari ($19.95), C64
NB/9

Child moves fly through 1 of 40 simple mazes (can design own) to the correct answer, using a basic fact concerning addition, subtraction, division, or multiplication. Available option turns spider loose in maze. A fun activity for basic math practice.

Math Rabbit

Counting, matching sets, addition, subtraction

◆◆◆◆◆◆◆ 78 FINAL RATING
◆◆◆◆◆◆ 67 User Friendliness
◆◆◆◆◆◆◆◆◆ 92 Educational Value
◆◆◆◆◆◆◆ 79 Instructional Design



The Learning Company
1986
$39.95
Ages 5-7
Apple*, IBM
NB/1,3,4,8 OT/1

Enjoyable activities. Child uses arrow keys, spacebar, and RETURN to count using a number line and musical scale; to match numerals; to match a set of objects or a math problem to a given number; to solve math problems; to create number patterns; and to match sets of objects, numbers, and math problems. Four levels of play.

Math Sequences

Number readiness

◆◆◆◆◆◆ 69 FINAL RATING
◆◆◆◆◆◆ 62 User Friendliness
◆◆◆◆◆◆◆ 74 Educational Value
◆◆◆◆◆◆ 69 Instructional Design

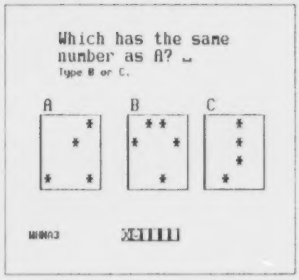
Milliken Publishing Co.
1985
$60.00
Ages 5-6
Apple
NB/3,8

First of a 17-disk sequence spanning grades K-10 ($495 for all). Uses a flexible, powerful password system that can control content and keep records for up to 100 children. Children start by using number keys to count objects and can work up to numerical order, e.g., (6,__,8).

Mathematics Level A

Whole numbers, addition, subtraction

◆◆◆◆◆◆ 69 FINAL RATING
◆◆◆ 39 User Friendliness
◆◆◆◆◆◆◆◆ 85 Educational Value
◆◆◆◆◆◆◆◆ 83 Instructional Design



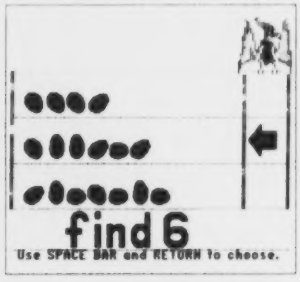
S.R.A.
1988
$150.00
Ages 6-7
Apple* (128K), IBM
NB/1,3,4,5,7,9

A six-disk computer-managed math program for grades 1 and 2. Contains 39 lessons on whole numbers, 26 lessons on addition, and 17 lessons on subtraction. Each contains 10 problems. A teacher can design a custom "lesson disk" for keeping track of each child's progress. Allows creation of worksheets. Good management. Rather dry presentation and complex setup routine.

Mathosaurus Level K

Beginning number concepts

◆◆◆◆◆◆◆ 72 FINAL RATING
◆◆◆◆◆◆◆ 76 User Friendliness
◆◆◆◆◆◆◆◆ 83 Educational Value
◆◆◆◆◆◆ 62 Instructional Design



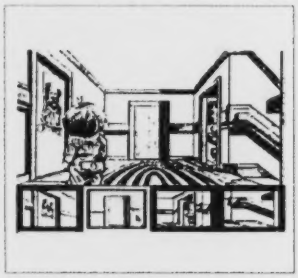
Micrograms, Inc.
1989
$24.95
Age 5
Apple
NB/1,2,3,4,5 CL/2

Contains six multiple-choice number activities in which child uses spacebar and RETURN to match numbers and sets, create a matching set, make a set to match a number, or identify a set that has more or less. Provides a range of easy-to-use activities involving numbers up to 10. No management. One disk can be used to load several computers.

McGee

Independent exploration

◆◆◆◆◆◆◆ 78 FINAL RATING
◆◆◆◆◆◆◆◆ 81 User Friendliness
◆◆◆◆◆◆◆ 76 Educational Value
◆◆◆◆◆◆◆ 76 Instructional Design



Lawrence Productions, Inc.
1989
$39.95
Ages 2-4
IIGS (3.5"), IBM (VGA or CGA), Mac, Amiga
SP/6,7 CU/2

Child uses a picture menu to help a boy (McGee) explore and play in a seven-room house. There are things to do in each room, e.g., bouncing a ball. Very easy to use. Clever design. A good program for first-time computer users.

McGee at the Fun Fair

Exploring, talking about actions

◆◆◆◆◆◆◆◆ 83 FINAL RATING
◆◆◆◆◆◆◆◆ 88 User Friendliness
◆◆◆◆◆◆◆ 71 Educational Value
◆◆◆◆◆◆◆◆ 87 Instructional Design

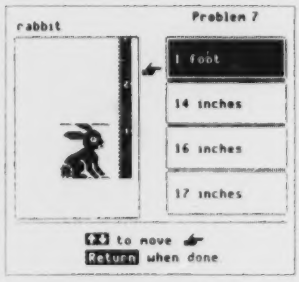
Lawrence Productions, Inc.
1991
$39.95
Ages 2-6
IIGS*, Mac, IBM (VGA or CGA), Mac II, Amiga
LA/1 TI/2,6 CU/1

Child uses a mouse (required) to operate a picture menu and explore a street fair. For example, selecting a clown prompts a balloon demonstration. Includes 13 animated sequences (e.g., a hot dog vender, a playground, a one-man band). Young children respond well to this program. Very easy to operate. Clear graphics and recorded sounds. Limited content. Similar to *McGee*.

Measure Works

Practice with measurements

◆◆◆◆◆◆◆◆ 80 FINAL RATING
◆◆◆◆◆◆ 68 User Friendliness
◆◆◆◆◆◆◆◆◆ 97 Educational Value
◆◆◆◆◆◆◆◆ 81 Instructional Design



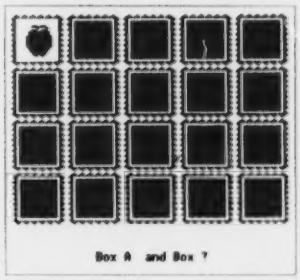
MECC
1989
$59.00
Ages 6-12
Apple (128K, 3.5" or 5.25")
NB/3,4,5,6 SP/4 CP/1

Contains five activities providing practice recognizing linear sizes; drawing objects of various perimeters and areas; and selecting units for measuring volume, weight, and length. Can be set for English or metric units or for use with various grade levels. Contains minor content inaccuracies. Design is good for use in classrooms.

Memory Building Blocks

Visual and auditory memory skills

◆◆◆◆◆◆◆◆ 83 FINAL RATING
◆◆◆◆◆◆◆◆ 83 User Friendliness
◆◆◆◆◆◆◆◆ 85 Educational Value
◆◆◆◆◆◆◆◆ 80 Instructional Design



Sunburst Communications, Inc.
1986
$65.00
Ages 5-adult
Apple*, IBM, Mac
OT/1 CL/2

Five Concentration-type games on one disk: Pictures, Words, Letters, Shapes, and Tunes. An easy-to-use management system allows use of own words or control over game difficulty. Minimal reading required. Operates with regular keyboard, Muppet keyboard, or TouchWindow.

Memory Lane 2.0

Matching, sequencing, memory skills

◆◆◆◆◆◆ 68 FINAL RATING
◆◆◆◆◆◆ 60 User Friendliness
◆◆◆◆◆◆◆ 73 Educational Value
◆◆◆◆◆◆ 68 Instructional Design

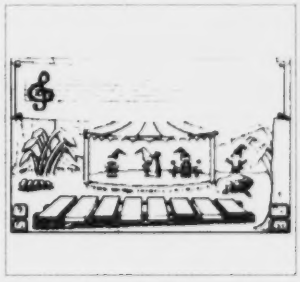
Stone & Associates
1990
$39.95
Ages 2-6
IBM* (VGA or CGA), Atari ST
LA/5 OT/1

Consists of five activities. In the first three, child matches object with object, object with related object, or object with word. In the final two activities, child can choose from an 18-card concentration game or an ordering activity in which three objects are shown individually, prompting the child to select the correct order from three possibilities. Poor design requires that the child must find a keyboard letter to enter each answer. Good graphics.

MetroGnomes' Music

Pitch, forms of songs, rhythm & beat

◆◆◆◆◆◆◆◆ 88 FINAL RATING
◆◆◆◆◆◆◆◆ 84 User Friendliness
◆◆◆◆◆◆◆◆◆ 94 Educational Value
◆◆◆◆◆◆◆◆ 88 Instructional Design



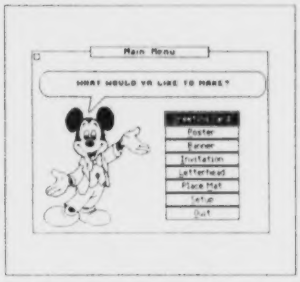
Learning Company, The
1992
$49.95
Ages 4-7
IBM (Sound card, hard disk)
SE/2 CP/2 TI/3 LA/7

Five well-designed activities relating to music concepts and 27 popular nursery rhymes (e.g., "London Bridge," "Go Tell Aunt Rhody"). Employs picture-menu design for easy access in and out of the activities. Games include a pitch/ladder game (child guesses the height of a note), a musical concentration game, a melody creator (illustrating notes and the staff), and a beat exercise (child hears four notes and must match their tempo with the spacebar). SoundBlaster or AdLib card recommended.

Mickey & Minnie's Fun Time Print Kit

Creating printed products

◆◆◆◆◆◆◆ 79 FINAL RATING
◆◆◆◆◆◆◆◆ 82 User Friendliness
◆◆◆◆◆◆◆ 79 Educational Value
◆◆◆◆◆◆◆◆◆ 93 Instructional Design



Walt Disney Software
1991
$19.95
Ages 5-up
IBM (CGA, VGA)
CP/3,4 LA/8

A printing program that allows the creation of greeting cards, posters, banners, invitations, letterhead, and placemats. Includes 6 typefaces in three sizes, 20 borders, and 40 Disney-related clip art items. Menus can be used with a mouse (optional) and require reading ability. Page formatting capability is limited. Products can be previewed, saved, or printed in color.

Mickey's 123's

Counting from 1 to 9

◆◆◆◆◆◆◆ 74 FINAL RATING
◆◆◆◆◆◆ 68 User Friendliness
◆◆◆◆◆◆◆◆ 84 Educational Value
◆◆◆◆◆◆◆ 73 Instructional Design

Walt Disney Software
1990
$39.95
Ages 2-5
IBM
NB/3

Child helps Mickey Mouse prepare for a surprise party by pressing number keys to determine how many guests to invite, how many party items to buy, how many wheels for Mickey's car, and so on. Children like the clear graphics and recorded sounds. Requires The Sound Source ($34.95) for high-quality sound.

Mickey's ABC's

Recognizing upper- or lower-case letters

◆◆◆◆◆◆◆ 78 FINAL RATING
◆◆◆◆◆◆◆ 77 User Friendliness
◆◆◆◆◆◆◆◆ 82 Educational Value
◆◆◆◆◆◆◆ 76 Instructional Design

Walt Disney Software
1990
$39.95
Ages 2-5
IBM
LA/4

Child presses any letter key to see a letter-related routine, e.g., the letter "L" causes Mickey Mouse to turn off a light. Contains 80 different animated responses. Children like the animation and sounds, though they find the routines to be unresponsive at times. Requires The Sound Source ($34.95) for high-quality sound.

Mickey's Colors & Shapes

Colors and shapes

◆◆◆◆◆◆◆ 72 FINAL RATING
◆◆◆◆◆◆ 69 User Friendliness
◆◆◆◆◆◆◆◆ 87 Educational Value
◆◆◆◆◆◆ 63 Instructional Design

Walt Disney Software
1990
$39.95
Ages 2-5
IBM (VGA, Sound Source recommended)
CL/1,2 SP/8

Three activities: (1) Child selects objects for Mickey to juggle by pressing a color or shape on a vinyl keyboard overlay (included). (2) Child selects shapes and colors to be added to a scene that can be printed. (3) Child finds hidden animal by identifying the color and shape of an object animal is hiding behind. Fun context to experiment. Good graphics and sound.

Mickey's Crossword Puzzle Maker

Reading, problem solving

◆◆◆◆◆◆◆ 76 FINAL RATING
◆◆◆◆◆◆ 62 User Friendliness
◆◆◆◆◆◆◆◆ 87 Educational Value
◆◆◆◆◆◆◆◆ 81 Instructional Design

Walt Disney Software
1990
$29.95
Ages 5-8
IBM, Apple*
LA/5,9

Allows the solving and creation of crossword puzzles that can be played on screen or paper via printer. Includes a variety of puzzles ranging in difficulty from 4 to 20 words. Children can solve puzzles by competing either with another player or with the computer. Uses both picture and word clues. Apple version requires frequent disk swapping. Requires adult help to get started. Supports mouse and color printer (optional). A good value.

Mickey's Jigsaw Puzzles

Spatial problem solving

◆◆◆◆◆◆◆◆ 85 FINAL RATING
◆◆◆◆◆◆◆◆ 85 User Friendliness
◆◆◆◆◆◆◆◆◆ 91 Educational Value
◆◆◆◆◆◆◆◆ 81 Instructional Design

Walt Disney Software
1991
$49.95
Ages 5-up
IBM (VGA)
SP/2,7,8

Fifteen jigsaw puzzles with a variety of options. Child uses mouse (recommended) or joystick to drag puzzle pieces into place. When complete, puzzle can be animated or printed for coloring. Puzzles range from 4 to 64 pieces. Outlines, "peek" option, and optional timer included. Supports a variety of sound devices. Excellent design puts children in control.

BEST COPY AVAILABLE

Mickey's Magic Reader

Reading for enjoyment

◆◆◆◆◆◆◆ 75 FINAL RATING
◆◆◆◆◆◆◆ 70 User Friendliness
◆◆◆◆◆◆◆◆ 83 Educational Value
◆◆◆◆◆◆◆ 72 Instructional Design

Sunburst Communications, Inc.
1989
$65.00
Ages 5-up
Apple
LA/5,6

Three activities in which child uses arrow keys and RETURN to (1) select one of three words to solve a riddle, (2) help Mickey Mouse bake cookies, or (3) help Goofy, Minnie, or Donald dress, by selecting clothing items. Each answer is rewarded by appropriate animation. Can be used with TouchWindow. Some reading required. Color monitor required. Limited content.

Mickey's Runaway Zoo Fun With Numbers

Counting from 1 to 9

◆◆◆◆◆◆ 60 FINAL RATING
◆◆◆◆◆ 55 User Friendliness
◆◆◆◆◆◆◆ 71 Educational Value
◆◆◆◆◆◆◆ 70 Instructional Design

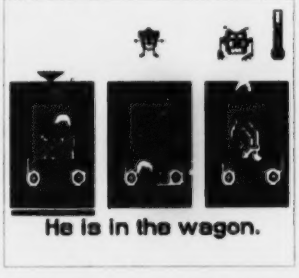
Walt Disney Software
1990
$14.95
Ages 2-5
IBM*, C64
NB/3

One simple counting activity. Five partially hidden numerals are scattered on the screen. By pressing one of the hidden numerals, child causes a corresponding number of animals to move into a zoo wagon one at a time, which promotes counting. Contains 18 animals on four screens. Good graphics. No design options. Limited range of content.

Micro-LADS

Covers 46 fundamental syntactic rules

◆◆◆◆◆◆◆ 75 FINAL RATING
◆◆◆◆◆◆◆◆ 85 User Friendliness
◆◆◆◆◆◆ 65 Educational Value
◆◆◆◆◆◆◆ 75 Instructional Design



Laureate Learning Systems
1984
$775.00
Ages 2-up (special education)
Apple, IIGS, IBM
LA/1,8

Seven disks covering grammatical constructions. Individual disks may be purchased. Child hears sentence, e.g., "The dogs walk," and must pick correct picture (using keyboard, TouchWindow, SingleSwitch, or game controller). Keeps complete records. Adult must set up a lesson. Designed for learning disabled children. Requires an Echo speech synthesizer. Available in French.

Microzine Jr. I (Sept/Oct. '88)

Habitats, making masks, programming

◆◆◆◆◆◆◆◆ 81 FINAL RATING
◆◆◆◆◆◆◆ 73 User Friendliness
◆◆◆◆◆◆◆◆ 87 Educational Value
◆◆◆◆◆◆◆◆ 84 Instructional Design

Scholastic Software, Inc.
1988
$29.95 per issue
Ages 6-9
Apple
CP/3,4 OT/1 CL/1 SP/5

A former subscription series for 1988 and 1989 (five issues per year). Back issues are sold separately. Disks can be copied. This issue has four activities: Mask Maker—child makes masks which can be printed. Safari—child's decisions help animals survive. Eye Spy—a "which doesn't belong" activity. B.E.R.T.—child plays a question-and-answer game. Good design. Reading required.

Milk Bottles

Comparing amounts

◆◆◆ 39 FINAL RATING
◆◆◆ 30 User Friendliness
◆◆◆◆ 41 Educational Value
◆◆◆◆ 45 Instructional Design

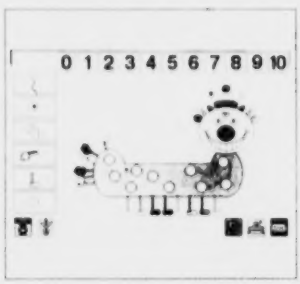
Island Software
1982
$25.00
Ages 3-6
Apple
NB/1

Four numbered areas with differing amounts of white represent milk in bottles. Child types number of cylinder or touches bottle with light pen to answer question that is written below, e.g., "Which is full?" Not recommended.

Millie's Math House

Early math skills

◆◆◆◆◆◆◆◆◆ 97 FINAL RATING
◆◆◆◆◆◆◆◆◆ 93 User Friendliness
◆◆◆◆◆◆◆◆◆◆ 100 Educational Value
◆◆◆◆◆◆◆◆◆ 98 Instructional Design



Edmark Corporation
1992
$49.85
Ages 2-6
Mac* (4.3MB), IBM
NB/1,3,4,5,8 SE/1,3,4
SP/4,7,8 CL/2 CP/4

Child sees Millie, a talking cow, along with items representing six well-designed math and logic activities. Child can build a mouse house by matching shapes to a diagram, create simple sequences by sight or sound, count jellybeans used by a cookie machine, find sets (up to 10) shown on a cash register, match shoes to feet according to size, and decorate a bug. Design allows child to control the amount of structure in each activity. Management features enable adults to keep individual records and control the presentation.

Milliken Storyteller, The

Early reading skills

◆◆◆◆◆◆◆◆ 82 FINAL RATING
◆◆◆◆◆◆◆◆ 80 User Friendliness
◆◆◆◆◆◆◆◆ 87 Educational Value
◆◆◆◆◆◆◆◆ 80 Instructional Design

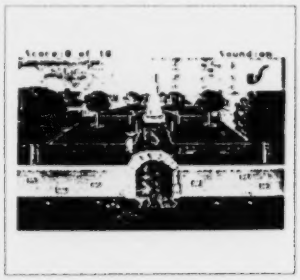
Milliken Publishing Co.
1989
$49.95
Ages 4-7
IIGS*, IBM (requires Covox for speech), Mac
LA/5,10 CP/1

Three stories: *The Ugly Duckling*, *Henny Penny*, and *Little Red Riding Hood*, consisting of 21 to 23 screens (pages). The text is read in a clear voice; child clicks the mouse to see next screen. Questions are asked, e.g., "Point to the acorn." Two of the screens can be colored with the mouse. Options allow for control over questions and speech. Clear graphics.

Mixed-Up Mother Goose

Nursery rhymes, using maps, memory practice

◆◆◆◆◆◆◆◆ 80 FINAL RATING
◆◆◆◆◆◆◆◆ 85 User Friendliness
◆◆◆◆◆◆◆ 73 Educational Value
◆◆◆◆◆◆◆◆ 80 Instructional Design



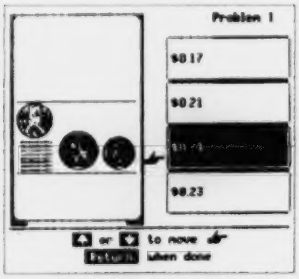
Sierra On-Line
1987
$39.95
Ages 4-up
Apple*, IBM*, Mac, IIGS, Atari ST
SP/3,4,6,7 OT/1 CL/2

Child uses arrow keys, mouse, or joystick to move a person in a village in search of items related to nursery rhymes. For example, finding a pail and taking it to Jack and Jill causes them to perform their rhyme with music and animation. Contains 18 rhymes. Games can be saved and continued later. Good level of child-control. Enjoyable and cleverly designed. CD-ROM version available.

Money Works

Money skills

◆◆◆◆◆◆◆ 76 FINAL RATING
◆◆◆◆◆ 55 User Friendliness
◆◆◆◆◆◆◆◆◆ 91 Educational Value
◆◆◆◆◆◆◆◆ 88 Instructional Design



MECC
1987
$59.00
Ages 6-8
Apple* (128K), IBM
NB/1,3

Four activities on one disk. Child uses arrows keys, ESCAPE, and RETURN to decide how much money is in a safe, count out an amount with a change machine, or make and print currency. Offers many teacher options. Correlates with many textbooks. Good child-control. The best money program we've seen.

Monkey Math

Basic math facts, numerical order

◆◆◆◆ 49 FINAL RATING
◆◆◆ 38 User Friendliness
◆◆◆◆◆ 53 Educational Value
◆◆◆◆ 43 Instructional Design

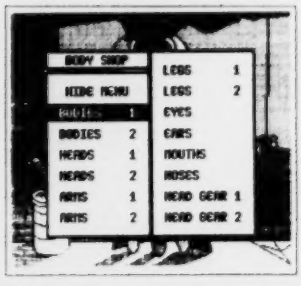
Artworx
1983
$19.95
Ages 4-10
Apple*, C64, Atari
NB/4

Provides drill and practice with math facts. Monkey knocks out correct answers on an assembly line to earn bananas and beat the clock. Practice with basic math facts (four operations) available at three levels.

Monsters & Make-Believe

A graphics program with text-writing feature

◆◆◆◆◆◆ 69 FINAL RATING
◆◆◆◆ 46 User Friendliness
◆◆◆◆◆◆◆◆ 83 Educational Value
◆◆◆◆◆◆◆◆ 81 Instructional Design



Queue, Inc.
1989
$49.95
Ages 5-up
Apple (128K)*, IBM (CGA, 3.5"), Mac
CP/4 LA/3,6,9 SP/2,5

Child selects from a variety of clip art (arms, bodies, heads, props, etc.) to create monster scenes that can be saved or printed in color. Words can be added and spoken on Echo synthesizer (optional). Our five-year-olds liked the graphics but needed help to use the program. Graphics can be used with the older children's program *SuperPrint!* Available in Spanish.

Moptown Parade

Classification and seriation

◆◆◆◆◆ 55 FINAL RATING
◆◆◆◆◆ 51 User Friendliness
◆◆◆◆◆◆◆◆ 81 Educational Value
◆◆◆◆ 45 Instructional Design

The Learning Company
1981
$59.95 (school edition)
Ages 6-10
Apple*, IBM*, C64
CL/1,2,4 SE/4

Contains seven progressively harder attribute games. Effective in focusing child's attention on attributes and the logic of sets. Strong in content. However, requires reading for independent use. Color monitor required. School edition includes back-up disk, teacher's guide, blackline masters, and activity ideas.

Mosaic Magic

Spatial problem solving

◆◆◆◆◆◆◆ 79 FINAL RATING
◆◆◆◆◆◆◆ 71 User Friendliness
◆◆◆◆◆◆◆◆◆ 92 Educational Value
◆◆◆◆◆◆◆ 76 Instructional Design

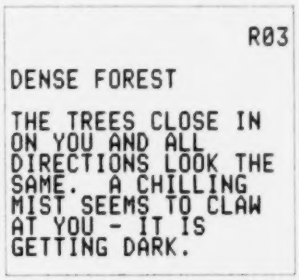
KinderMagic Software
1989
$35.00
Ages 4-11
IBM* (CGA, VGA), Mac
SP/2,7,8,9

Child completes a mosaic-like picture that is presented with some pieces missing. Through use of a model or symmetry clues, a piece is first constructed by selecting the color, shape, and orientation. It is then moved into the picture. Contains 120 pictures that provide a nice range of challenge. Child also can create own pictures. Some menus require reading. No printing options. An excellent activity for encouraging simple geometric thinking.

Mount Murdoch

Adventure game and word processor

◆◆◆◆ 45 FINAL RATING
◆◆◆◆ 40 User Friendliness
◆◆◆ 34 Educational Value
◆◆◆◆◆ 53 Instructional Design


R03
DENSE FOREST
THE TREES CLOSE IN ON YOU AND ALL DIRECTIONS LOOK THE SAME. A CHILLING MIST SEEMS TO CLAW AT YOU - IT IS GETTING DARK.

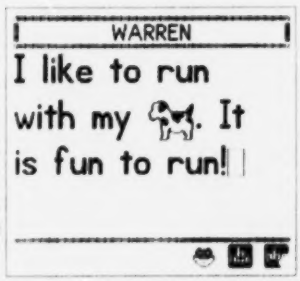
Kidsview Software, Inc.
1987
$49.95 ($39.95 for C64)
Ages 5-up
Apple*, IBM, C64
LA/10

An adventure game where child types simple commands (e.g., look, help, up) to get to Mount Murdoch. Uses large letters (19 across the screen). Permits the creation of custom games. Reading required.

Muppet Slate

Language experiences

◆◆◆◆◆◆◆◆ 88 FINAL RATING
◆◆◆◆◆◆◆ 73 User Friendliness
◆◆◆◆◆◆◆◆◆ 93 Educational Value
◆◆◆◆◆◆◆◆◆ 98 Instructional Design



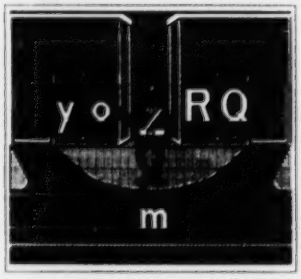
Sunburst Communications, Inc.
1988
$75.00
Ages 5-7
Apple
LA/9 OT/4

A large-letter word processor with 126 pictures that can be added to the story. Stories can be saved and printed with ten borders. Not good for long stories. Options allow teacher control. Can be used with Muppet Learning Keys or regular keyboard. A separate printing utility called Big and Little ($59.00) allows creation of printouts from six inches to six feet. Story template kits are also available.

Muppet Word Book

Letters and words

◆◆◆◆◆◆◆◆ 82 FINAL RATING
◆◆◆◆◆◆◆◆ 85 User Friendliness
◆◆◆◆◆◆◆◆◆ 92 Educational Value
◆◆◆◆◆◆◆ 73 Instructional Design



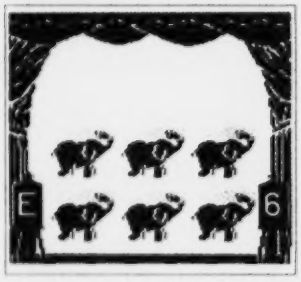
Sunburst Communications, Inc.
1986
$65.00
Ages 3-6
Apple*, IBM
LA/4,6 CL/1,2

Six games on one disk provide practice with letters, upper/lower-case matching, beginning consonants, and word endings. The final activity is a simple word processor using large letters that can be printed. Can be used with a mouse, TouchWindow, Muppet Learning Keys, or regular keyboard.

Muppets On Stage

Counting skills, letter recognition

◆◆◆◆◆◆◆◆ 81 FINAL RATING
◆◆◆◆◆◆◆ 73 User Friendliness
◆◆◆◆◆◆◆ 77 Educational Value
◆◆◆◆◆◆ 69 Instructional Design



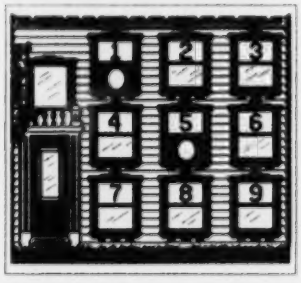
Sunburst Communications, Inc.
1984
$65.00
Ages 3-6
Apple*, IBM, C64, Mac
LA/4 NB/4

Three games: Discovery, Letters, and Numbers. Provides experience with letters, colors, numerals, and number. Well-designed. Is effective in giving child-control. This is the program that comes with the Muppet Learning Keys, although it can be used with a regular keyboard.

Muppetville

Classifying, memory skills

◆◆◆◆◆◆◆◆ 87 FINAL RATING
◆◆◆◆◆◆◆◆◆◆ 94 User Friendliness
◆◆◆◆◆◆◆◆◆◆ 95 Educational Value
◆◆◆◆◆◆◆ 75 Instructional Design



Sunburst Communications, Inc.
1986
$65.00
Ages 4-6
Apple, IBM
CL/2 NB/3,4 OT/1

Six activities on one disk, starring the Muppets. Menu design allows child-control. Supports TouchWindow (used for review), Muppet Learning Keys, mouse, or keyboard. Gives practice with shapes, colors, and numbers. Options allow for several difficulty settings.

Mural Maker

Creating printed products

◆◆◆◆◆ 58 FINAL RATING
◆◆◆◆◆◆ 64 User Friendliness
◆◆◆ 35 Educational Value
◆◆◆◆◆◆ 69 Instructional Design

Mobius Corporation
1990
See *KidWare 2*
Ages 3-5
IBM
CP/4

Child touches large arrows on a PowerPad overlay to select from 215 objects that can be displayed and printed in four sizes. Names of pictures can be spoken. Our children and teachers found it difficult to recognize the pictures, particularly the larger ones. Not recommended.

Music

Seriation of pitch

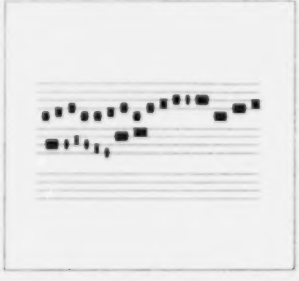
◆◆◆◆◆ 59 FINAL RATING
◆◆◆◆◆◆ 63 User Friendliness
◆◆◆◆◆◆◆ 70 Educational Value
◆◆◆◆◆ 51 Instructional Design

Lawrence Hall of Science
1984
$34.95
Ages 4-6
Apple
CP/2 SE/1,4

Make Music, Note Sandwich, and Play a Tune give experience with an eight-tone C-scale, associating notes with numbers and colored bars of correlated lengths. Limited in content. Design is effective in giving child-control.

Music Maker

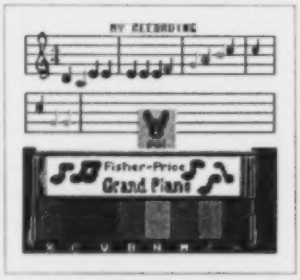
Creation of music

◆◆◆◆◆◆ 65 FINAL RATING
◆◆◆◆◆◆◆ 74 User Friendliness
◆◆◆◆◆ 55 Educational Value
◆◆◆◆◆◆ 62 Instructional Design

Mobius Corporation
1990
See *KidWare 2*
Ages 3-5
IBM
CP/2 SE/1

Child presses one octave (eight-block) scale on a PowerPad template (required) to hear a note, creating musical notes on the screen. Resulting music can be printed, played, or stored on disk. Limited design.

My Grand Piano

Learning notes and playing familiar songs

◆◆◆◆◆◆◆ 79 FINAL RATING
◆◆◆◆◆◆ 61 User Friendliness
◆◆◆◆◆◆◆◆◆ 91 Educational Value
◆◆◆◆◆◆◆◆ 87 Instructional Design

GameTek/IJE, Inc.
1988
$9.95
Ages 3-8
C64*, Apple, IBM
CP/2 SE/1

A musical octave can be played using the bottom row of computer keys. One feature shows notes on a staff line as they are played and automatically plays them back. Includes a 33-song library from which selections can be played by following flashing keys. Some reading. Initial adult help will be required.

My House Language Activities of Daily Living

Practice with names of common objects

◆◆◆◆◆◆◆ 77 FINAL RATING
◆◆◆◆◆◆◆◆◆ 90 User Friendliness
◆◆◆◆◆◆ 61 Educational Value
◆◆◆◆◆◆◆ 79 Instructional Design

Laureate Learning Systems
1991
$200.00
Ages 3-up
Apple* (Echo synthesizer required), IIGS, IBM
LA/5

Four activities based on 114 household objects and their functions: (1) Discover Names—select object to hear its name. (2) Discover Functions—select object to hear its function. (3) Identify Names—find a specific object. (4) Identify Function—child finds object based on its function. Can be used with single switch, TouchWindow, or regular keyboard. Includes many setup options.

My Letters, Numbers, and Words

Letter recognition

◆◆◆◆ 46 FINAL RATING
◆◆◆ 35 User Friendliness
◆◆◆◆◆◆◆ 79 Educational Value
◆◆◆ 38 Instructional Design

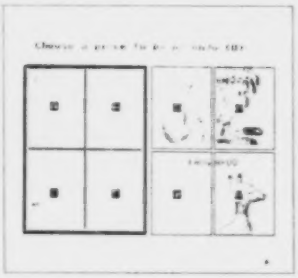
Stone & Associates
1983
$39.95
Ages 2-6
IBM*, Apple, Atari ST
LA/5

Practice with words, the numbers 1-10, key location, and letters, all reinforced through well-designed graphics and sounds. Design requires adult to start and stop the program, however. This program has later version called *Kid's Stuff* with better design features.

My Puzzles and Alphabet

Letter recognition, spatial relations

◆◆◆◆ 49 FINAL RATING
◆◆◆◆ 47 User Friendliness
◆◆◆◆◆ 50 Educational Value
◆◆◆◆ 49 Instructional Design



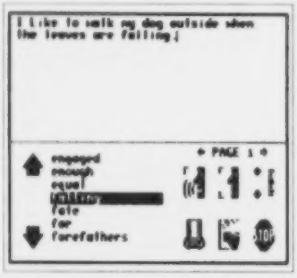
Micro Power & Light Company
1986
$29.95
Ages 3-8
IBM
LA/4,5 SP/2

Three activities dealing with letter recognition and a fourth on solving puzzles: (1) Child sees each letter animated in short routine. (2) Child presses any letter to see the associated animation. (3) Child must spell a word (e.g., kangaroo) to see the animation. (4) Child constructs puzzles of from 2-6 pieces to see animation. Menus require reading. Feedback can be confusing.

My Words

Language experience

◆◆◆◆◆◆◆ 78 FINAL RATING
◆◆◆◆◆◆ 60 User Friendliness
◆◆◆◆◆◆◆◆◆ 92 Educational Value
◆◆◆◆◆◆◆◆ 89 Instructional Design



Hartley Courseware
1987
$69.95
Ages 5-8
Apple (64K), Mac
LA/2,3,4,5,9 CP/4

A talking word processor that keeps a list of every word used in a story. Lists can be stored, printed, and used again for other writing activities. While words are typed, they are also spoken in robotic voice (Echo speech synthesizer required). A mouse is recommended. Uses small (40-column) print.

New Talking Stickybear Alphabet, The

Letter recognition

◆◆◆◆◆◆ 64 FINAL RATING
◆◆◆◆ 46 User Friendliness
◆◆◆◆◆◆◆ 73 Educational Value
◆◆◆◆◆◆◆ 74 Instructional Design

Optimum Resource, Inc.
1988
$49.95
Ages 3-6
IIGS (512K, 3.5"), IBM with Covox or Echo
LA/4,5

Three activities come on two disks: Alphabet—press any letter key to hear the letter and see an animated letter-related scene. There are 52 scenes available. Letter Hunt—hear letter and find it to see a picture. Fast Letters—press any letter key to hear the name. Clear graphics and speech. IBM version requires Covox or Echo.

New Talking Stickybear Opposites, The

Opposites, e.g. "near/far"

◆◆◆◆◆◆◆ 73 FINAL RATING
◆◆◆◆◆◆◆ 75 User Friendliness
◆◆◆◆◆◆◆ 79 Educational Value
◆◆◆◆◆◆ 68 Instructional Design

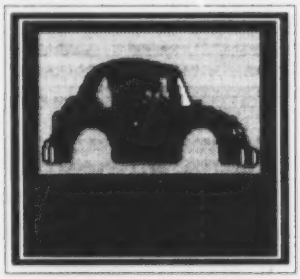
Optimum Resource, Inc.
1986
$39.95
Ages 3-6
Apple*, Atari, C64
SP/4 SE/1

Contains 21 antonym pairs that are changed using the arrow keys. Spacebar changes the scene. Colorful graphics and animation. Similar in design to *Inside Outside Opposites* and *City Country Opposites.* Employs speech if used with an Echo speech synthesizer. Easy to use.

New Talking Stickybear Shapes, The

Identification of five common shapes

◆◆◆◆◆◆◆ 75 FINAL RATING
◆◆◆◆◆◆◆ 70 User Friendliness
◆◆◆◆◆◆◆◆◆ 92 Educational Value
◆◆◆◆◆◆◆ 74 Instructional Design



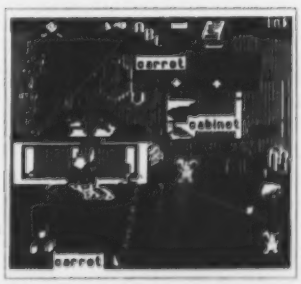
Optimum Resource, Inc.
1989
$49.95
Ages 3-6
IIGS (3.5"), IBM with Covox or Echo
SP/8

Three activities. Pick It—shows succession of 10 pictures, each one missing a shape, and child uses arrows or mouse to select shape to complete each picture. Name It—a voice says, e.g., "Find the rectangle," and child selects it from five given shapes. Find It—a voice says, "Find the circle," and child uses arrows to highlight circle in a given scene. Clever graphics and sounds. Somewhat limited content. IBM version requires Covox or Echo.

Not Too Messy, Not Too Neat

Language experience

◆◆◆◆◆◆◆◆ 89 FINAL RATING
◆◆◆◆◆◆◆◆ 85 User Friendliness
◆◆◆◆◆◆◆◆◆ 94 Educational Value
◆◆◆◆◆◆◆◆◆ 91 Instructional Design



D. C. Heath & Company
1988
$75.00
Ages 5-10
Apple
LA/2,3,5,9 CP/4 SP/4,7

Children use mouse, Koala Pad, joystick, or arrow keys to select or move objects, backgrounds, words, or characters of a story. They can also add their own words. Resulting stories can be saved and printed in color. Includes four copies of the storybook. Good design. Fun to use.

Notable Phantom, The

Musical notation, pitch recognition

◆◆◆◆◆◆ 66 FINAL RATING
◆◆◆◆◆◆ 68 User Friendliness
◆◆◆◆◆◆◆◆ 80 Educational Value
◆◆◆◆◆ 56 Instructional Design

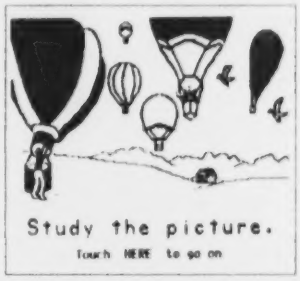
Compton's New Media
1984
$9.95
Ages 5-10
Apple*, IBM, C64
SE/1 CP/2

Uses a plastic overlay to simulate a full 1 1/2 octave keyboard for use with three activities. Effective in teaching note names and for playing and recording songs in a game context. Main menu is confusing. May require adult help to start younger child.

Now You See It, Now You Don't

Memory skills

◆◆◆◆◆◆◆ 79 FINAL RATING
◆◆◆◆◆◆◆ 72 User Friendliness
◆◆◆◆◆◆◆◆◆ 91 Educational Value
◆◆◆◆◆◆◆ 77 Instructional Design



Sunburst Communications, Inc.
1987
$75.00
Ages 8-11
Apple
OT/1 CL/2,4,5 SP/4,8

Child uses keyboard, TouchWindow, or Muppet keyboard to select answers. On disk 1, child is shown a set of objects to memorize, and then must identify one of the objects. On disk 2, child sees picture with, then without, one or more of its objects, and must identify what's missing. Some reading required.

Number Farm

Counting skills

◆◆◆◆◆◆◆ 78 FINAL RATING
◆◆◆◆◆◆ 67 User Friendliness
◆◆◆◆◆◆◆◆◆ 92 Educational Value
◆◆◆◆◆◆◆ 79 Instructional Design

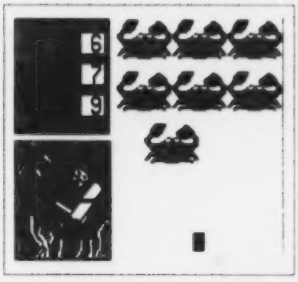
DLM
1984
$32.95
Ages 3-6
Apple*, C64, IBM
NB/3,4,5,8

Six entertaining games present multiple counting experiences. Feedback is effective. One game presents counting in a unique way by having child count sounds. Provides good number practice.

Number Sea Hunt

Counting, adding, number order, subtraction

◆◆◆◆◆◆ 66 FINAL RATING
◆◆◆◆◆◆◆ 74 User Friendliness
◆◆◆◆◆◆ 68 Educational Value
◆◆◆◆◆ 55 Instructional Design



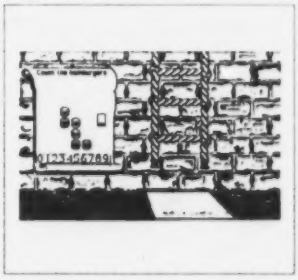
Gamco Industries, Inc.
1985
$49.95
Ages 3-6
Apple*, TRS 80, C64, IBM (CGA)
NB/2

Contains four multiple-choice activities using numbers up to 10. Activities include counting to 10, filling a partial number line, and adding and subtracting with object clues. Rather dry presentation. Good management features allow setting up lessons and keeping records for up to 200 children.

NumberMaze

Practice with basic math facts

◆◆◆◆◆◆◆◆ 81 FINAL RATING
◆◆◆◆◆◆◆ 70 User Friendliness
◆◆◆◆◆◆◆◆ 88 Educational Value
◆◆◆◆◆◆◆◆ 84 Instructional Design



Great Wave Software
1988
$49.95
Ages 5-12
Mac, IBM
NB/3,8 SP/4

Child uses a mouse to navigate through a simple maze, answering math problems to remove roadblocks. Challenge levels (48 in all) range from counting objects to multiplication and division computation. Password system keeps records for each child. Good for classroom use. Allows for individualized presentation. Good program.

Numbers

Numerical disc., counting

◆◆◆◆◆ 58 FINAL RATING
◆◆◆◆◆◆ 65 User Friendliness
◆◆◆◆◆◆◆ 79 Educational Value
◆◆◆◆ 41 Instructional Design

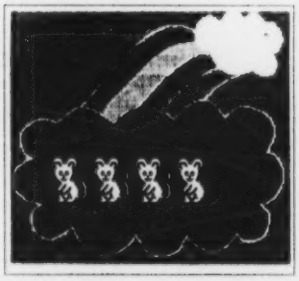
Lawrence Hall of Science
1984
$34.95
Ages 4-6
Apple
NB/3,4,8

Provides two activities: Balloons—lets the child pop balloons in relation to a number on the keyboard, using spacebar and RETURN. Secret Numbers—reveals parts of numerals for the child to identify. Well-designed. Best for kindergarten.

Observation and Classification

Classification skills

◆◆◆◆◆◆◆◆ 80 FINAL RATING
◆◆◆◆◆◆◆ 70 User Friendliness
◆◆◆◆◆◆◆◆ 86 Educational Value
◆◆◆◆◆◆◆◆ 86 Instructional Design



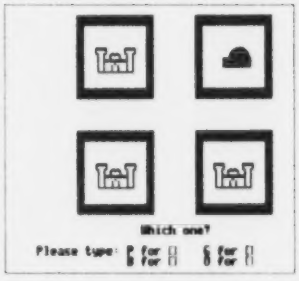
Hartley Courseware
1985
$45.95
Ages 3-5
Apple
CL/1,2,4

Three activities. Child selects which object is different from others, which is the same size as one shown, or which belongs to the same class as a group shown, e.g., "all animals." Teacher options allow control over sound, movement of cursor, and number of plays per game. Child selects own difficulty level.

Odd One Out

Matching/discrimination

◆◆◆◆◆◆◆ 74 FINAL RATING
◆◆◆◆◆ 58 User Friendliness
◆◆◆◆◆◆◆◆ 84 Educational Value
◆◆◆◆◆◆◆◆ 83 Instructional Design



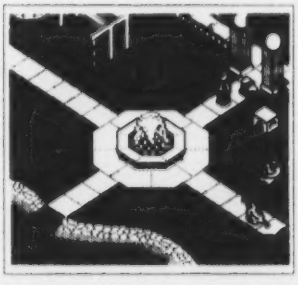
Sunburst Communications, Inc.
1983
$65.00
Ages 3-10
Apple*
CL/1,2,4

Consists of five games based on format of selecting one of four boxes that doesn't belong. Child presses first letter of the color of the box containing the odd shape, e.g., "B" for blue. Content accessible to teacher.

Ollie and Seymour

Pedestrian safety, readiness skills

◆◆◆◆◆◆◆ 77 FINAL RATING
◆◆◆◆◆◆◆◆ 85 User Friendliness
◆◆◆◆◆◆◆ 75 Educational Value
◆◆◆◆◆◆◆ 71 Instructional Design



Hartley Courseware
1984
$49.95
Ages 3-up
Apple
CL/2 SP/4,6,8 TI/1 OT/1

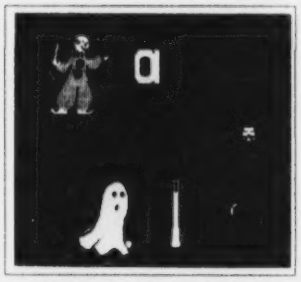
A unique simulation in which child uses arrow keys to move "Ollie" around a park and through the streets, where he can practice safe street crossings, obeying traffic signals, or games. Games involve shape and color matching, Concentration with traffic signs, and stacking and counting blocks.

Ollie Begins It

Matching beginning sounds and letters

◆◆◆◆◆◆ 64 FINAL RATING
◆◆◆◆◆ 55 User Friendliness
◆◆◆◆◆◆◆ 77 Educational Value
◆◆◆◆◆◆ 62 Instructional Design

S.R.A.
1985
$49.95
Ages 3-up
Apple
LA/6



A multiple-choice-style program in which child matches letters with objects (e.g., "D" with dog) using arrow keys and RETURN. Structured lessons have four steps: demonstration, practice, testing, and worksheets (included). A simple record-keeping system shows which letters have been matched. Menu requires reading. No escape from activities.

Ollie Compares It

Avoiding common letter reversals

◆◆◆◆◆◆ 64 FINAL RATING
◆◆◆◆◆ 55 User Friendliness
◆◆◆◆◆◆◆ 77 Educational Value
◆◆◆◆◆◆ 62 Instructional Design

S.R.A.
1985
$49.95
Ages 3-up
Apple
LA/4,6 CL/2

A multiple-choice-style program in which child matches two letters or two three- or four-letter words, using arrow keys and RETURN. Structured lessons have four steps: demonstration, practice, testing, and worksheets (included). A simple record-keeping system shows which problems have been successfully completed. Menu requires reading. No escape from activities.

Ollie Finds It!

Matching shapes, letters, and words

◆◆◆◆◆◆ 67 FINAL RATING
◆◆◆◆◆◆◆ 73 User Friendliness
◆◆◆◆◆◆◆ 78 Educational Value
◆◆◆◆◆ 57 Instructional Design

S.R.A.
1985
$49.95
Ages 3-6
Apple
CL/2

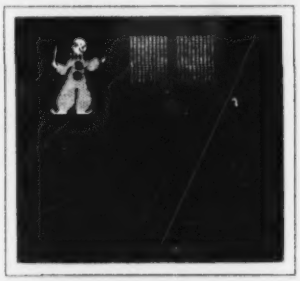
Shows child an object, a shape, a letter, or a word. Child uses arrow keys and RETURN to select a match from three choices. There are four steps to each lesson: demonstration, practice, testing, and worksheets (included). Keeps success/failure records. Rather dry presentation. No escape from activities.

Ollie Hears and Remembers

Auditory memory skills

◆◆◆◆◆◆ 64 FINAL RATING
◆◆◆◆◆ 54 User Friendliness
◆◆◆◆◆◆◆◆ 82 Educational Value
◆◆◆◆◆◆ 62 Instructional Design

S.R.A.
1985
$49.95
Ages 3-up
Apple
CL/2 OT/1



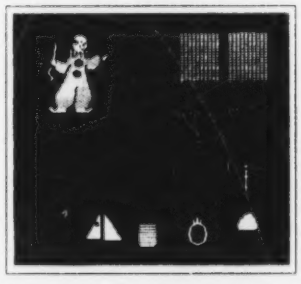
Child hears one to three objects (or letters) named and then uses arrows and RETURN to select a corresponding sequence of pictures (or letters) on the screen. Adult can select criteria for success. Records if a child passes or fails. Contains 30 pictures. Uses a clear voice. Echo synthesizer is required. Dry presentation. No escape from activities.

Ollie Hears and Sequences

Auditory memory skills

◆◆◆◆◆◆ 64 FINAL RATING
◆◆◆◆◆ 54 User Friendliness
◆◆◆◆◆◆◆◆ 82 Educational Value
◆◆◆◆◆◆ 62 Instructional Design

S.R.A.
1985
$49.95
Ages 3-up
Apple
CL/2 OT/1



Two or three objects or letters are named (e.g., pear and lightbulb), and child uses arrows and RETURN to select the corresponding pictures in correct order. Adult can select criteria for success. Records if a child passes or fails. Contains 30 pictures. Uses a clear voice. Echo speech synthesizer is required. Little child-control.

Ollie Letters It

Matching upper- and lower-case letters

◆◆◆◆◆◆ 64 FINAL RATING
◆◆◆◆◆ 55 User Friendliness
◆◆◆◆◆◆◆ 77 Educational Value
◆◆◆◆◆◆ 62 Instructional Design

S.R.A.
1985
$49.95
Ages 3-up
Apple
LA/4 CL/2

A multiple-choice-style program in which child sees a letter and must find its upper- or lower-case match using arrow keys and RETURN. Structured lessons have four steps: demonstration, practice, testing, and worksheets (included). A simple record-keeping system shows which letters have been successfully matched. Menu requires reading.

Ollie Matches It

Matching beginning and ending letters

◆◆◆◆◆◆ 64 FINAL RATING
◆◆◆◆◆ 55 User Friendliness
◆◆◆◆◆◆◆ 77 Educational Value
◆◆◆◆◆◆ 62 Instructional Design

S.R.A.
1985
$49.95
Ages 3-up
Apple
LA/4 CL/2

A multiple-choice-style program in which child matches two short words that start or end with the same letter or letters, using the arrow keys and RETURN. Structured lessons have four steps: demonstration, practice, testing, and worksheets (included). A simple record-keeping system shows which letters have been successfully matched. Menu requires reading.

Ollie Numbers It

Numeral/set association

◆◆◆◆◆◆ 64 FINAL RATING
◆◆◆◆◆ 55 User Friendliness
◆◆◆◆◆◆◆ 77 Educational Value
◆◆◆◆◆◆ 62 Instructional Design

S.R.A.
1985
$49.95
Ages 3-up
Apple
NB/4 CL/2

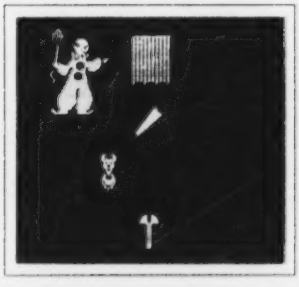
A multiple-choice-style program in which child matches numbers less than 10 with sets, using arrow keys and RETURN. Structured lessons have four steps: demonstration, practice, testing, and worksheets (included). A simple record-keeping system shows which letters have been matched. Menu requires reading.

Ollie Remembers It

Visual memory

◆◆◆◆◆◆ 66 FINAL RATING
◆◆◆◆◆◆ 68 User Friendliness
◆◆◆◆◆◆◆ 78 Educational Value
◆◆◆◆◆ 57 Instructional Design

S.R.A.
1985
$49.95
Ages 3-6
Apple
OT/1 CL/2

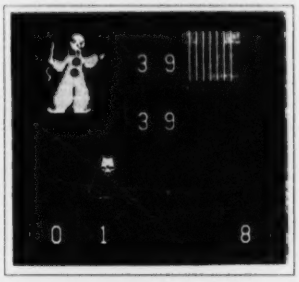


Shows child up to three objects or letters for 1-10 seconds, then covers them up. Child must use the arrows to select those same objects from another set. Keeps success/failure records. Dry presentation. Adult can set difficulty level. Includes demonstration, practice, and test modes. No escape from activities.

Ollie Remembers Numbers !

Visual memory

◆◆◆◆◆◆ 66 FINAL RATING
◆◆◆◆◆◆ 68 User Friendliness
◆◆◆◆◆◆◆ 78 Educational Value
◆◆◆◆◆ 57 Instructional Design



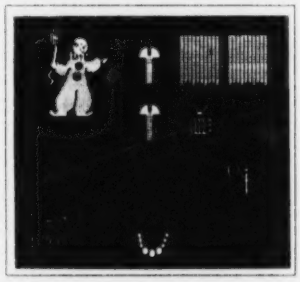
S.R.A.
1985
$49.95
Ages 3-6
Apple
OT/1 CL/2

Shows child three to five numbers for up to 10 seconds, then covers them up. Child must use the arrows to select those same numbers from another set shown on screen. Keeps success/failure records. Dry presentation. Adult can set difficulty level. Design allows no escape from activities.

Ollie Sequences It !

Visual memory

◆◆◆◆◆◆ 66 FINAL RATING
◆◆◆◆◆◆ 68 User Friendliness
◆◆◆◆◆◆◆ 78 Educational Value
◆◆◆◆◆ 57 Instructional Design



S.R.A.
1985
$49.95
Ages 3-6
Apple
OT/1 CL/2

Shows child two or three objects (or letters) for up to 10 seconds, then covers them up. Child uses the arrows to select those same objects (or letters) from another set, in the order they were first presented. Keeps success/failure records. Dry presentation. Adult can set difficulty level. Menu requires reading. Allows no escape from activities.

Once Upon a Time . . .

Language experience, creation of storybooks

◆◆◆◆◆ 59 FINAL RATING
◆◆ 29 User Friendliness
◆◆◆◆◆◆ 62 Educational Value
◆◆◆◆◆◆◆◆ 85 Instructional Design

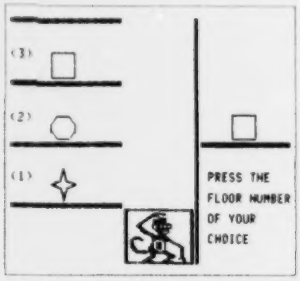
Compu-Teach
1987
$49.95
Ages 6-12
IBM* (256K), Apple IIGS (128K), Mac
LA/1,3,4,5,8,9

Consists of three sets of about 30 objects from the farm, safari, or main street. Child creates picture by typing the names of objects and moving them with the arrow keys. Pictures can be printed or saved. Reading required. Includes colored pencil set. Design could be improved. Two additional volumes are available. Volume I deals with underwater, dinosaurs, and animals; Volume II covers medieval times, Wild West, and outer space.

One Banana More

Reading readiness, counting

◆◆◆ 34 FINAL RATING
◆◆◆ 37 User Friendliness
◆◆◆◆ 42 Educational Value
◆◆ 26 Instructional Design



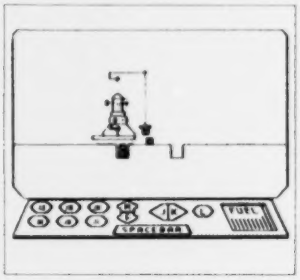
Data Command
1984
$39.95
Ages 5-8
Apple
CL/2 NB/1 LA/4,5

Six multiple-choice activities in which a child sees an object and presses the numeral of a matching shape, letter, size, word, number, or set, depending on the level selected. Bananas are rewards. No escape. Menu requires reading.

Operation: MathMine

Logical thinking, problem solving, basic facts

◆◆◆◆◆◆◆ 76 FINAL RATING
◆◆◆◆◆ 58 User Friendliness
◆◆◆◆◆◆◆◆◆ 90 Educational Value
◆◆◆◆◆◆◆◆ 85 Instructional Design



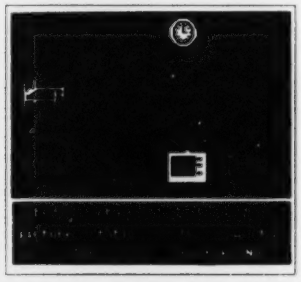
Milliken Publishing Co.
1987
$34.95
Ages 5-9
Apple
NB/2,3,5,6,7 SP/4

Child uses direction keys (JKRF) to move a robot through a series of rooms in search of a treasure. To advance the robot to the next room, a logic puzzle must be solved by moving sets of blocks found in units of 1 to 8 to fill in holes of corresponding depths. Adult management features allow tracking of children's scores and progress at various levels. Robot is rather slow moving. Offers a range of challenges.

Paint With Words

Word recognition

◆◆◆◆◆◆◆ 73 FINAL RATING
◆◆◆◆◆◆ 63 User Friendliness
◆◆◆◆◆◆◆◆◆ 91 Educational Value
◆◆◆◆◆◆ 69 Instructional Design



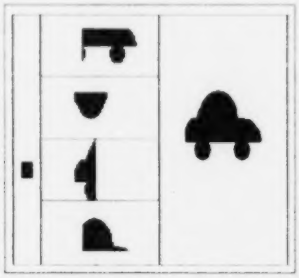
MECC
1986
$39.95
Ages 3-7
Apple (64K)
LA/5 CP/1,4

Using mouse, joystick, or keyboard, child creates a scene by moving one of eight words to a spot on the screen, where it becomes a picture that is a part of the scene. Scenes can be printed, saved, or changed. Twelve word-sets can be created from 124 words. Ufonic speech synthesizer (optional) will say words.

Parquetry and Pictures

Visual perception, parts and wholes, directions

◆◆◆◆◆◆◆ 76 FINAL RATING
◆◆◆◆◆◆◆ 79 User Friendliness
◆◆◆◆◆◆◆◆ 87 Educational Value
◆◆◆◆◆◆ 68 Instructional Design



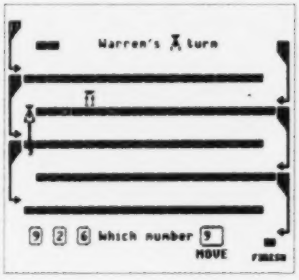
Hartley Courseware
1989
$45.95
Ages 3-6
Apple
SP/1,2,6,8 CL/2

Contains three activities. The first two provide a multiple-choice format whereby a child selects a puzzle piece to fill in a picture (e.g., a car outline) or a geometric shape. In the third, scenes are created by using the arrow keys to move and place objects. Easy-to-use menus allow child to select own difficulty level.

Path-Tactics

Counting, basic math facts

◆◆◆◆◆◆ 69 FINAL RATING
◆◆◆◆◆ 50 User Friendliness
◆◆◆◆◆◆◆◆◆ 91 Educational Value
◆◆◆◆◆◆◆ 72 Instructional Design



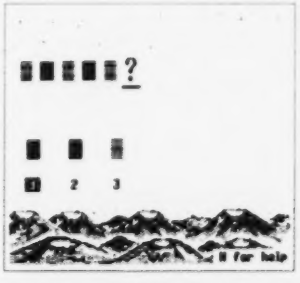
MECC
1986
$59.00
Ages 5-11
Apple*, IBM, C64
NB/3,5,6

A strategy game in which child does a math problem to decide how many steps a robot must move to get to a finish point in the least amount of steps. Levels range from counting to division (e.g., 63 / ___ = 7). Teacher options allow control over presentation of content. Child can play against partner or computer. Enjoyable program.

Patterns

Pattern recognition: shapes, sounds, movements

◆◆◆◆◆◆◆ 79 FINAL RATING
◆◆◆◆◆◆◆ 73 User Friendliness
◆◆◆◆◆◆◆◆◆ 94 Educational Value
◆◆◆◆◆◆◆ 75 Instructional Design



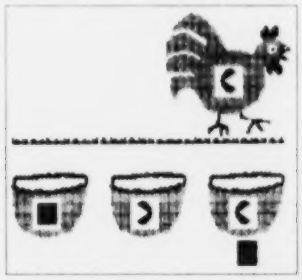
MECC
1988
$39.95
Ages 5-6
Apple
CL/1,2 SE/1,2 CP/1

Three activities that give practice with static, sound, or animated patterns. A fourth activity allows the creation of pattern designs. Teacher options allow modification of content. Good design, child-control, and range of content.

Patterns and Sequence

Matching/discrimination

◆◆◆◆◆◆◆ 72 FINAL RATING
◆◆◆◆◆◆◆◆ 87 User Friendliness
◆◆◆◆◆◆◆◆ 83 Educational Value
◆◆◆◆ 48 Instructional Design



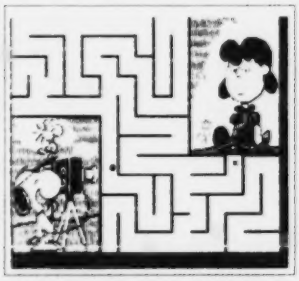
Hartley Courseware
1984
$45.95
Ages 3-6
Apple
CL/1 SE/1

Contains four clearly designed activities that provide large objects, positive feedback, and multiple skill levels. No reading required.

Peanuts Maze Marathon

Problem solving (mazes)

◆◆◆◆ 46 FINAL RATING
◆◆◆◆ 45 User Friendliness
◆◆◆◆◆ 50 Educational Value
◆◆◆◆ 46 Instructional Design



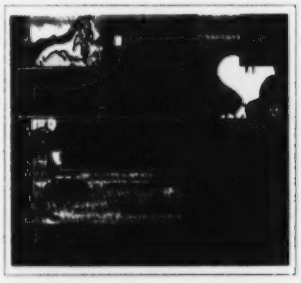
Queue, Inc.
1984
$29.95
Ages 4-8
Apple*, IBM
TI/4 SP/4

Peanuts cartoons animate themselves after the completion of simple maze. Use with the keyboard is not smooth; a joystick is recommended. Time is kept for each maze.

Peanuts Picture Puzzlers

Problem solving (puzzles)

◆◆◆◆◆ 59 FINAL RATING
◆◆◆◆ 44 User Friendliness
◆◆◆◆◆ 51 Educational Value
◆◆◆◆◆◆◆ 74 Instructional Design



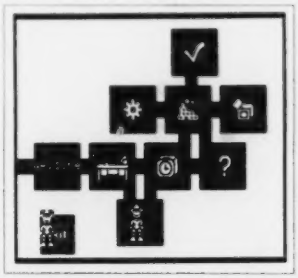
Queue, Inc.
1984
$29.95
Ages 4-8
Apple*, IBM
SP/1

Presents a picture to the child, then makes a puzzle by dividing it into sections. After the child puts all the pieces into the puzzle, the picture becomes animated. Entertaining program. Could be difficult for 4-year-olds to operate, however.

Perception, Inc.

Problem solving and thinking skills

◆◆◆◆◆◆◆ 71 FINAL RATING
◆◆◆◆◆◆ 63 User Friendliness
◆◆◆◆◆◆◆ 71 Educational Value
◆◆◆◆◆◆◆ 77 Instructional Design



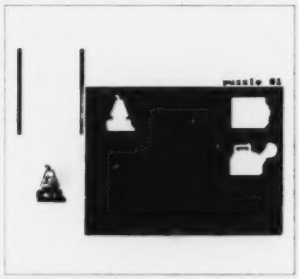
IRI Group
1989
$185.00
Ages 5-8
Apple
CL/3,4,5,6 SE/2

Child uses mouse, arrow keys, or joystick to steer a robot around a nine-room factory to play three activities: Assembly Line—child makes a part that satisfies four "attribute" criteria. Quality Control—child sees part and sorts it by attribute. Packaging—child fills in grid by matching attributes. Three difficulty levels.

Perfect Fit

Spatial relationships and picture recognition

◆◆◆◆◆◆◆ 70 FINAL RATING
◆◆◆◆◆◆ 61 User Friendliness
◆◆◆◆◆◆◆◆ 83 Educational Value
◆◆◆◆◆◆◆ 71 Instructional Design



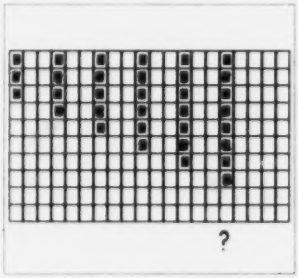
GameTek/IJE, Inc.
1988
$9.95
Ages 3-8
Apple, IBM*, C64
SP/1,4,8 CL/2

A puzzle game in which child uses arrows or joystick (optional) to move a puzzle piece onto a board containing three to five silhouettes of letters, numbers, and Fisher-Price toys (30 available). Can be set for play against a clock. For one or two players. Harder levels require flipping puzzle pieces. Some adult help required to get started.

Peter's Growing Patterns

Pattern recognition

◆◆◆◆◆◆◆ 73 FINAL RATING
◆◆◆◆◆◆ 69 User Friendliness
◆◆◆◆◆◆◆◆◆ 91 Educational Value
◆◆◆◆◆◆ 64 Instructional Design



Strawberry Hill Software
1985
$19.00
Ages 5-up
Apple
SE/1,2,3,4 CL/6 SP/9 NB/5
CP/4

Six activities that range in difficulty and present visual and numerical patterns. Child uses joystick or keyboard to select or construct the next member of a given sequence. Teacher's edition ($55.00) includes many classroom activities. "U-Design-It" feature allows creation of new pattern problems.

Phonics Plus

Letter/word relationships

◆◆◆◆◆◆◆ 78 FINAL RATING
◆◆◆◆◆◆ 65 User Friendliness
◆◆◆◆◆◆◆◆◆ 92 Educational Value
◆◆◆◆◆◆◆◆ 80 Instructional Design

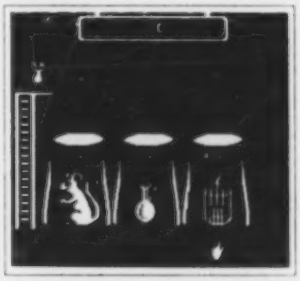
Stone & Associates
1988
$39.95
Ages 4-8
IBM
LA/4,5,6

Six activities in which child sees picture and types the starting, middle, or ending letter; selects a word to match picture; selects vowel to match word; or creates words by typing the starting letters of a series of pictures. Also includes a word-search game and a crossword puzzle using simple words. Enjoyable activities. Picture menus allow child-control.

Phonics Prime Time: Initial Consonants

Initial consonant phonics skills

◆◆◆◆◆◆◆◆ 83 FINAL RATING
◆◆◆◆◆◆◆ 70 User Friendliness
◆◆◆◆◆◆◆◆◆ 92 Educational Value
◆◆◆◆◆◆◆◆ 87 Instructional Design



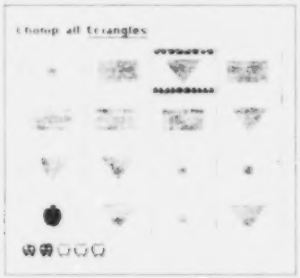
MECC
1986
$59.00
Ages 5-6
Apple
LA/4,5,6

Two activities on one disk. Frog Frolics—child uses spacebar to select a picture that goes with a given letter (e.g., G = Girl). Puppet Show—child sees a picture and a sentence with a blank and selects a picture to complete sentence. Contains 193 pictures. Allows for customized lessons. Keeps records for 75. Good for classroom use.

Picture Chompers

Classification practice

◆◆◆◆◆◆◆ 79 FINAL RATING
◆◆◆◆◆◆ 67 User Friendliness
◆◆◆◆◆◆◆◆◆ 91 Educational Value
◆◆◆◆◆◆◆◆ 81 Instructional Design



MECC
1990
$49.00
Ages 5-6
Apple*
CL/1,2,3,6

Child uses arrows or joystick to move a set of "chompers" around a 4 by 4 grid filled with pictures of items. The object is to select items that share an attribute such as size, color, shape, design, class, or use. Timer and scoring options are available. There are three difficulty levels. Minimal reading required. An enjoyable activity.

Picture Parade

Ordering of events

◆◆◆◆◆◆ 63 FINAL RATING
◆◆◆ 39 User Friendliness
◆◆◆◆◆◆◆◆ 87 Educational Value
◆◆◆◆◆◆◆ 70 Instructional Design

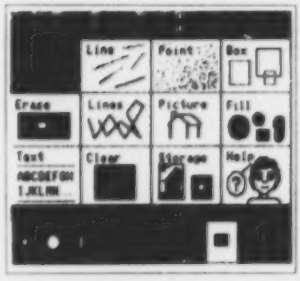
Hartley Courseware
1988
$49.95
Ages 5-7
Apple
TI/6

Child sees two to six pictures that form an ordered sequence but are placed out of order, e.g., the steps involved in a boy diving into the water. Child puts pictures in correct order by placing a number under each box. Contains 48 sets of picture sequences, some difficult to interpret. Menu requires reading. Keeps records for up to 48 children.

Picture Perfect

Draw, color, and write

◆◆◆◆◆◆◆ 79 FINAL RATING
◆◆◆◆◆◆◆◆ 82 User Friendliness
◆◆◆◆◆◆◆ 77 Educational Value
◆◆◆◆◆◆◆ 75 Instructional Design



MindPlay
1984
$49.99
Ages 4-up
Apple*, IBM
CP/1 LA/3

Child uses joystick or mouse to draw points, lines, or boxes and to write text. Features include a 72-picture library, five color selections, and drawing tool options. Drawing requires going between two screens, which is difficult for young children. Pictures can be saved and printed.

Pictures, Letters, and Sounds

Letter recognition

◆◆◆◆◆◆◆ 78 FINAL RATING
◆◆◆◆◆◆ 63 User Friendliness
◆◆◆◆◆◆◆◆◆ 91 Educational Value
◆◆◆◆◆◆◆◆ 82 Instructional Design

Hartley Courseware
1986
$45.95
Ages 5-6
Apple
LA/4,5

Five games offer a range of activity. Child can type using picture symbols for letters (e.g., Saw = S), pop balloons, or position X's or O's in a game of tic-tac-toe. Design allows child-control.

Pip

Experimenting with words

◆◆◆◆◆◆◆◆ 83 FINAL RATING
◆◆◆◆◆◆ 69 User Friendliness
◆◆◆◆◆◆◆◆◆ 90 Educational Value
◆◆◆◆◆◆◆◆ 87 Instructional Design

Intellimation
1990
$35.00
Ages 5-8
Mac (Hypercard stack)
System 6.05, HD
LA/1,2,3,4,5,8

Child sees Pip, a movable character, waiting on the screen. Typing in an action word, such as "walk," causes Pip to walk across the screen, with accompanying stepping sounds. Pip understands 155 words and 95 different actions. Management features enable adults to add custom words and motions. Children as young as 4 like to try to guess Pip's actions. See *Podd* for a program based on the same idea.

Playroom, The

Letters, numbers, and time

◆◆◆◆◆◆◆◆◆ 91 FINAL RATING
◆◆◆◆◆◆◆◆ 85 User Friendliness
◆◆◆◆◆◆◆◆◆ 95 Educational Value
◆◆◆◆◆◆◆◆◆ 94 Instructional Design

Broderbund Software
1989
$49.95
Ages 3-6
IBM, Mac* (color version now available), Apple
LA/4,5 NB/2,3,8 TI/6,9 SP/2 CP/4

Child uses mouse (recommended) or keyboard to explore a room full of objects. Six of the objects trigger activities, including ones on counting, clocks, combining parts, letters, upper/lower-case, and words. Promotes child-control by making it easy for child to enter or exit a range of activities. Easy to use. Incorporates some speech. Apple version requires frequent disk changes. Uses copy protection puzzle. Highly recommended.

Playwrite

Writing scripts

◆◆◆◆◆◆◆◆ 82 FINAL RATING
◆◆◆◆◆◆◆◆ 70 User Friendliness
◆◆◆◆◆◆◆◆◆ 91 Educational Value
◆◆◆◆◆◆◆◆ 88 Instructional Design

Sunburst Communications, Inc.
1990
$75.00
Ages 6-11
IIGS (1 MB)
LA/3,8,9

A script-writing program featuring two talking puppets. A child types in the puppet dialog and uses pop-up menus to incorporate one of eight special effects (e.g., canned laughter, a drum roll, a curtain rising). Stage sets and costumes can be changed. Scripts can be saved, printed, and played back. Uses IIGS's internal speech capacity. Fun program. Limited features.

Podd

Fun with verbs, sequences

◆◆◆◆◆◆◆ 75 FINAL RATING
◆◆◆◆ 47 User Friendliness
◆◆◆◆◆◆◆◆ 86 Educational Value
◆◆◆◆◆◆◆◆ 86 Instructional Design

Wings for Learning/
Sunburst Communications
1990
$65.00
Ages 5-8
Apple*, IBM
LA/8 TI/6

Child can experiment with a round face (Podd) by typing in a word that fits the sentence, such as "Podd can _____." If the word is one of the preprogrammed routines Podd knows, the word will be illustrated via a short animated routine. Contains another activity that allows three to five of Podd's actions to be linked in sequence. Rather slow in loading. See *Pip* for a similar type of program for the Mac.

Point to Pictures

Vocabulary resource

◆◆◆◆◆◆◆◆ 80 FINAL RATING
◆◆◆◆◆◆◆◆ 84 User Friendliness
◆◆◆◆◆◆◆ 79 Educational Value
◆◆◆◆◆◆◆ 75 Instructional Design

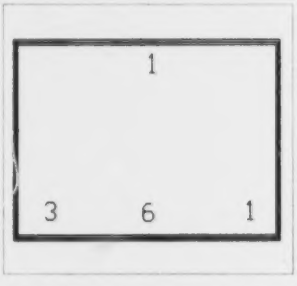
R. J. Cooper & Associates
1991
$75.00 (Free preview copy)
Ages 2-up
Apple (Echo and
TouchWindow)
LA/3,6

Child sees one to nine pictures on the screen or overlay (depending on the setup). Touching the picture results in related animation and sounds. Offers two modes of use: (1) You Find, in which child is asked to find a specific object, and (2) I Show, You Find, in which child is shown an object and told to find it before entering a choice. Management features offer adults a range of control over the presentation. Works with most touch devices. Echo required. For use in special education settings.

Preschool IQ Builder I

Concepts of same and different

◆◆◆ 38 FINAL RATING
◆◆◆ 35 User Friendliness
◆◆◆◆◆ 51 Educational Value
◆◆◆ 33 Instructional Design



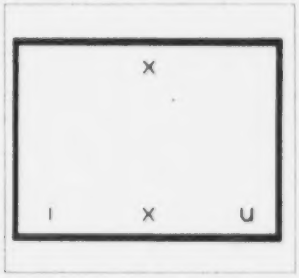
Queue, Inc.
1982
$34.95
Ages 3-6
Apple*
CL/2 LA/4

Contains seven lessons in which the child presses the S or L key to indicate if the two objects on the screen are the same or different. Lessons range from colors (color monitor required) to letters. Provides little range of challenge or child-control.

Preschool IQ Builder II

Matching, shapes, numbers, letters

◆◆◆◆ 43 FINAL RATING
◆◆◆◆ 41 User Friendliness
◆◆◆◆ 48 Educational Value
◆◆◆◆ 42 Instructional Design



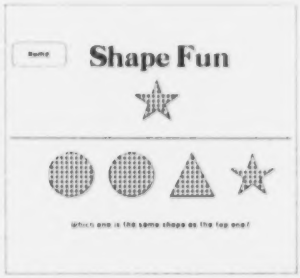
Queue, Inc.
1984
$34.95
Ages 3-6
Apple*
CL/2 LA/5

Contains six lessons, all with same format showing model object at top of screen. To receive smile face, child uses spacebar and arrow keys to move model object to a mate at the screen bottom. Records are kept.

Preschool Pack

Letters, numbers, and shapes

◆◆◆◆◆◆◆ 79 FINAL RATING
◆◆◆◆◆◆ 61 User Friendliness
◆◆◆◆◆◆◆◆◆ 91 Educational Value
◆◆◆◆◆◆◆◆ 87 Instructional Design



Nordic Software, Inc.
1989
$69.95
Ages 3-6
Mac (1 MB, hard disk recommended)
CL/2 NB/3 LA/4,6 OT/1

Four activities on two disks: ShapeWorks—child uses mouse to match shapes, letters, or numerals. AlphaWorks—child matches pictures with letters. Counting—child counts 1 to 20 objects. Block Math—child adds with sets of blocks. Also contains 20 dot-to-dot puzzles and a Concentration game. Clear graphics. Uses digitized speech.

Primary Editor Plus

Word processing, drawing, making banners

◆◆◆◆◆◆◆ 74 FINAL RATING
◆◆◆◆◆◆ 60 User Friendliness
◆◆◆◆◆◆◆◆ 83 Educational Value
◆◆◆◆◆◆◆◆ 81 Instructional Design

EduQuest
1988
$99.00
Ages 5-up
IBM PS/2
LA/9 CP/1,4 OT/4

Three programs: Picture Editor allows a child to draw in color, using arrows or mouse. Banner Maker prints banners in three different sizes of type. Primary Editor is a 40- or 80-column word processor with spell checker, eight screen colors, block move, copy, and others. Menus and stories can be read aloud using the PS/2's built-in speech synthesizer.

Princess and the Pea, The

Creative writing

◆◆◆◆◆◆◆◆ 89 FINAL RATING
◆◆◆◆◆◆◆◆ 84 User Friendliness
◆◆◆◆◆◆◆◆◆ 92 Educational Value
◆◆◆◆◆◆◆◆◆ 93 Instructional Design

William K. Bradford Publishing
1989
$75.00
Ages 5-up
Apple* (3.5" or 5.25"), IBM
LA/3,8,9 NB/3 SP/1,2,4,7 CP/1,4

Contains three parts: Story Teller—child reads through a story. Story Maker—child creates own story or scenes, using animated objects or own text. Activities—contains story-starters, a house-building activity, a crown-making activity, and a puppet kit. Mouse recommended. Good design, graphics. No sound. Can print in color with an Imagewriter II. Some reading required.

Princess and the Pea: Explore-a-Story Plus

Exploring stories, creating printed products

◆◆◆◆◆◆◆◆ 83 FINAL RATING
◆◆◆◆◆◆◆ 72 User Friendliness
◆◆◆◆◆◆◆◆ 89 Educational Value
◆◆◆◆◆◆◆◆ 89 Instructional Design

William K. Bradford Publishing
1992
$75.00
Ages 5-12
Mac (color, HD)
LA/3,9 CP/4 SP/7

An electronic flannel-board-like activity that allows child to navigate throughout a story by clicking on arrow icons. Items in each scene can be easily rearranged, replicated, or deleted; new ones can be added. Text can be added at any point, simply by typing. Text windows can also be added. No sound is used. Contains several activities such as story-starters, matching, or building. Clever design. Work can be printed or saved. Young children will need help with file access/saving.

Print Power

Creating printed materials

◆◆◆◆ 46 FINAL RATING
◆◆◆ 32 User Friendliness
◆◆◆◆◆◆ 60 Educational Value
◆◆◆◆◆ 50 Instructional Design

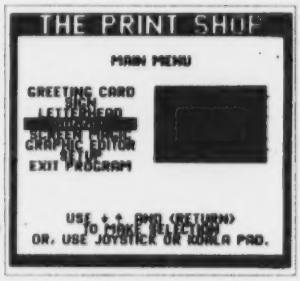
Hi Tech Expressions
1989
$12.70
Ages 6-up
Apple (128K)
CP/4 LA/9

A printing program featuring 60 graphics, 20 borders, and seven type faces in three sizes. Can make cards, banners, signs, or stationery. Design makes it difficult to use. Reading required. Young children require assistance. Similar in design to *Sesame Street Print Kit*.

Print Shop, The

Creation of printed materials

◆◆◆◆◆◆◆◆ 85 FINAL RATING
◆◆◆◆◆◆◆◆ 88 User Friendliness
◆◆◆◆◆◆ 66 Educational Value
◆◆◆◆◆◆◆◆◆◆ 96 Instructional Design



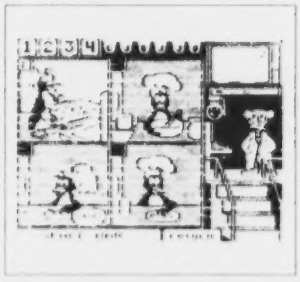
Broderbund Software
1987
$54.95
Age na
Apple*, Mac, IBM, C64, Atari, IIGS*
CP/1,4

An easy-to-use printing program that includes 120 graphic elements. Good for teacher use. Allows the creation of greeting cards, signs, letterheads, or banners. Includes 6 envelopes and 20 sheets of colored paper. Four Print Shop Graphics Libraries can be purchased separately for $24.95. Prints in color.

Professor Al's Sequencing Lab

Sequencing pictures and sentences into temporal order

◆◆◆◆◆◆ 64 FINAL RATING
◆◆◆◆◆◆ 63 User Friendliness
◆◆◆◆◆◆◆◆ 82 Educational Value
◆◆◆◆◆ 56 Instructional Design



Microgrants, Inc.
1990
$39.95
Ages 5-12
Apple
TI/6

Consists of two disks. Disk A contains 20 picture sets, each of which includes four pictures in scrambled order. A child uses the spacebar and RETURN to number the correct sequence. Menu requires reading. Disk B contains 40 short stories. Story is shown, and then child is shown selected sentences and must put them in correct order. Can be somewhat confusing at first.

Puss in Boot

Spatial concepts

◆◆◆ 34 FINAL RATING
◆◆◆ 33 User Friendliness
◆◆◆ 33 Educational Value
◆◆◆ 35 Instructional Design

Island Software
1982
$25.00
Ages 3-6
Apple
SP/4

Gives practice with 14 "positional concepts," such as below, above, in, out. Some concepts not presented accurately in a two-dimensional presentation. Limited content. Poorly designed. Not recommended.

Puzzle Master

Problem solving (puzzles)

◆◆◆◆◆◆◆ 79 FINAL RATING
◆◆◆◆◆◆◆ 72 User Friendliness
◆◆◆◆◆◆◆◆◆ 91 Educational Value
◆◆◆◆◆◆◆ 77 Instructional Design

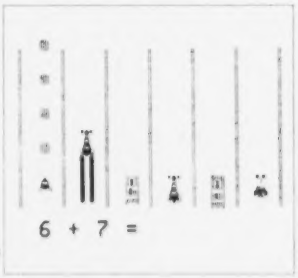
Queue, Inc.
1984
$34.95
Ages 4-up
Apple*
SP/1,2 CP/1,4

Child uses joystick or arrow keys either to select 1 of 30 pictures or to create own, which can be scrambled and reassembled using icons. Offers hints if needed. Puzzles can be saved on disk. Child can select puzzles of varying difficulty (2-800 pieces). No reading required.

Quarter Mile, The

Math fact practice, numeral and letter matching

◆◆◆◆◆◆◆ 79 FINAL RATING
◆◆◆◆◆ 56 User Friendliness
◆◆◆◆◆◆◆◆ 84 Educational Value
◆◆◆◆◆◆◆◆◆ 93 Instructional Design



Barnum Software
1987
$50.00
Ages 5-up
Apple, IBM (network version available)
NB/4

Child "races" against five other dragsters by entering correct responses to a math or letter problem. The child's own best scores are represented by the competing dragsters, so children can race against their own performance. Specialized versions are available which cover 102 topics, from numeral and letter recognition to algebra. Scores can be saved. Requires some reading.

Rabbit Scanner, The

Eye tracking, matching

◆◆◆◆◆◆ 67 FINAL RATING
◆◆◆◆◆ 58 User Friendliness
◆◆◆◆◆◆◆◆ 83 Educational Value
◆◆◆◆◆◆ 64 Instructional Design

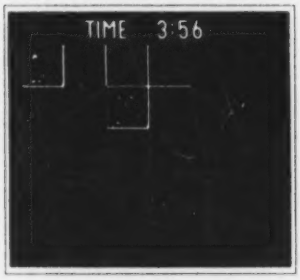
E.C.S.
1986
$39.95
Ages 2-5
Apple
TI/1,3 CL/2

A simple program designed to provide practice scanning. Child watches a rabbit move across the screen and presses spacebar when the rabbit is over a carrot. Level of challenge can be adjusted by changing distractors, speed of rabbit, starting position. Requires adult setup.

Race the Clock

Memory

◆◆◆◆◆◆ 69 FINAL RATING
◆◆◆◆◆ 57 User Friendliness
◆◆◆◆◆◆◆ 72 Educational Value
◆◆◆◆◆◆◆ 77 Instructional Design



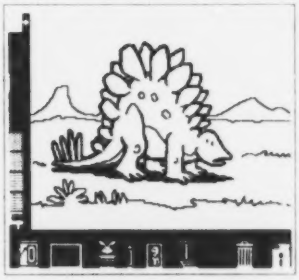
MindPlay
1984
$49.95
Ages 5-12
Apple*, IBM
LA/5 OT/1

Concentration game with animated pictures. Child is given an amount of time to use joystick, mouse, paddles, or arrow keys to match pairs: picture/picture, picture/word, or word/word. Flexible design allows control of difficulty.

Rainbow Painter

Drawing

◆◆◆◆◆◆◆◆ 80 FINAL RATING
◆◆◆◆◆◆◆◆ 80 User Friendliness
◆◆◆◆◆◆◆ 73 Educational Value
◆◆◆◆◆◆◆◆ 86 Instructional Design



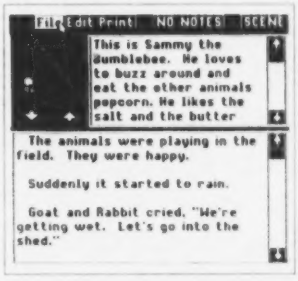
Queue, Inc.
1984
$34.95
Ages 4-12
Apple*
CP/1 SP/9

Presents an electronic coloring book in which the colors can be selected and filled in. Menus are easy to use. A free-draw option contains "mirror drawing" activity. Offers range of activities that child can control.

Read, Write, & Publish 1

Word processing and story illustrating

◆◆◆◆◆◆◆◆ 81 FINAL RATING
◆◆◆◆◆◆ 66 User Friendliness
◆◆◆◆◆◆◆◆◆ 97 Educational Value
◆◆◆◆◆◆◆◆ 87 Instructional Design


File Edit Print NO NOTES SCENE
This is Sammy the bumblebee. He loves to buzz around and eat the other animals popcorn. He likes the salt and the butter
The animals were playing in the field. They were happy.
Suddenly it started to rain.
Goat and Rabbit cried, "We're getting wet. Let's go into the shed."

D. C. Heath & Company
1988
$99.00
Ages 6-up
Apple* (128K), IBM
LA/1,2,3,4,5,9 CP/1,4 SP/1,4

Child uses keyboard or mouse to select and move objects, words, or characters and then write about them. Three two-sided disks contain eight story topics with pull-down menus that contain word files and over 35 theme-related objects each. Stories and pictures can be saved or printed in color. Story disks can be copied. Mouse recommended. Available in Spanish.

Read-a-Logo

Use of commercial logos to practice reading skills

◆◆◆◆◆◆◆ 70 FINAL RATING
◆◆◆◆◆◆ 65 User Friendliness
◆◆◆◆◆◆◆◆ 88 Educational Value
◆◆◆◆◆◆ 60 Instructional Design

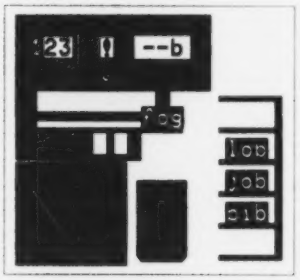
Teacher Support Software
1987
$149.95
Ages 4-up
Apple (network version available), IBM
LA/3,4,5,6,9

Child first types name and personal information, such as family names, pets, etc., and then plays one of six activities that incorporate 24 popular logos, such as McDonald's, Coke, and Pizza Hut, with the child's personalized words. Reading required, although text can be spoken with a Slotbuster speech synthesizer. Includes many support materials.

Reader Rabbit

Basic reading skills/comprehension

◆◆◆◆◆◆◆ 71 FINAL RATING
◆◆◆◆◆ 59 User Friendliness
◆◆◆◆◆◆◆◆ 87 Educational Value
◆◆◆◆◆◆◆ 71 Instructional Design



The Learning Company
1984
$39.95
Ages 5-7
Apple*, IBM, C64, Mac, IIGS ($59.95)
LA/4,5 OT/1

Four activities in which child uses spacebar, joystick, or paddles to match letters of C-V-C words, unscramble letters to create words, create word ladders, or play one of seven levels of Concentration. Uses over 200 lower-case three-letter words. Apple IIGS version says words.

Reader Rabbit's Ready for Letters

Matching, sorting, patterns, letters, word meanings

◆◆◆◆◆◆◆◆◆ 90 FINAL RATING
◆◆◆◆◆◆◆◆ 86 User Friendliness
◆◆◆◆◆◆◆◆◆ 97 Educational Value
◆◆◆◆◆◆◆◆ 89 Instructional Design

Learning Company, The
1992
$59.95
Ages 3-5
IBM (floppy or HD)
CL/2,3,4,5,6 LA/4,8 SP/2

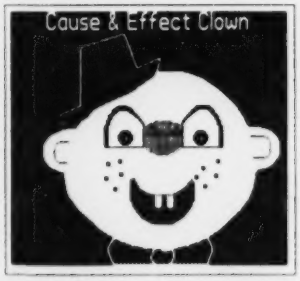
Five well-designed activities: (1) Grandma's Kitchen — find ingredients to make a recipe. (2) Mix & Match Bedroom — redecorate a bedroom. (3) ABC Bathroom — multiple-choice letter-matching activity with spoken feedback and two ability-levels. (4) Picture Parlor — select picture to match a sentence. (5) Grandpa's Workshop — match an item based on shape and color.

OT = Other topics **SE** = Seriation **SP** = Spatial relations **TI** = Time * = Version reviewed

Readiness Fun

Cause and effect, scanning

◆◆◆◆◆◆◆ 70 FINAL RATING
◆◆◆◆◆◆◆ 71 User Friendliness
◆◆◆◆◆◆◆ 72 Educational Value
◆◆◆◆◆◆ 66 Instructional Design



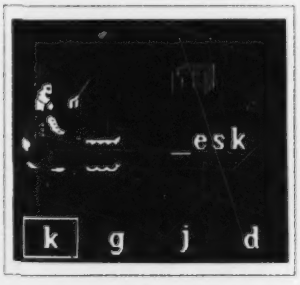
Access Unlimited
1989
$25.00
Ages 2.5-6
Apple
TI/1,2

Designed for special education settings. Two activities: Cause and Effect Clown—child sees a large face, presses any key to see an expression, e.g., a wink or a frown. Fun With Scanning—child sees two objects, one still and the other moving, and presses any key when they are next to each other.

Reading and Me

Matching, classifying, recognizing letters & words

◆◆◆◆◆◆◆ 79 FINAL RATING
◆◆◆◆◆◆◆◆ 82 User Friendliness
◆◆◆◆◆◆◆◆◆ 92 Educational Value
◆◆◆◆◆◆ 65 Instructional Design



Davidson and Associates, Inc.
1987
$39.95
Ages 4-7
Apple* (128K), IBM, IIGS ($49.95)
CL/2,4 LA/4,5,6,7

Twelve activities include matching shapes, letter recognition, upper/lower case, alphabetical order, rhyming words, picture/word matching and completing a sentence. In each, child uses mouse or arrow keys to select one of four boxes in a multiple-choice format. Good design. Talking version for IIGS gives spoken feedback.

Reading Adventures in Oz

Develop basic reading skills

◆◆◆◆◆◆◆◆ 80 FINAL RATING
◆◆◆◆◆◆◆◆ 83 User Friendliness
◆◆◆◆◆◆◆ 77 Educational Value
◆◆◆◆◆◆◆ 77 Instructional Design

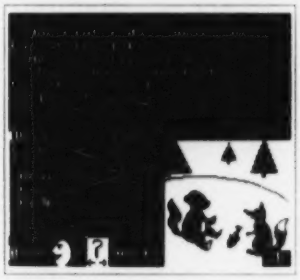
Davidson and Associates, Inc.
1992
$59.95
Ages 4-9
IBM (SB, HD 6MB)
LA/4,5,6,7 SP/4

Child uses mouse to explore 42 different screens, each with approximately 15 items, en route to the land of Oz. Selecting an item shows its word label, with sound and animation. Three levels of difficulty. In the more difficult levels, child completes a task related to the scene, such as "Find one word made of two words." When all answer words are collected, child can get into the Oz castle. Graphics sometimes not related to original Oz theme. Fun to use, plenty of opportunities for child-control.

Reading Comprehension: Level 1

Reading comprehension skills

◆◆◆◆◆◆◆◆ 82 FINAL RATING
◆◆◆◆◆◆ 60 User Friendliness
◆◆◆◆◆◆◆◆◆ 95 Educational Value
◆◆◆◆◆◆◆◆ 86 Instructional Design



Houghton Mifflin Co.
1988
$174.00
Ages 6-7
Apple (64K)
LA/5,6,8

Child uses spacebar, arrow keys, and RETURN to page through a story in which comprehension questions are asked through an Echo speech synthesizer (required). Uses clear voice. To assist reading, child can select and listen to any word in the story. Sixteen stories come on eight disks. Keeps records. Good design.

Reading Fun: Beginning Consonants

Beginning consonants

◆◆◆◆◆ 56 FINAL RATING
◆◆◆◆◆ 55 User Friendliness
◆◆◆◆◆◆◆ 74 Educational Value
◆◆◆◆ 44 Instructional Design

Troll Associates
1985
$39.95
Ages 5-6
Apple
LA/4,6

Child uses spacebar and RETURN to identify objects that start with the same sound, start with different sounds, or start with a given letter. Offers little child-control. Allows teacher to select letters, set the difficulty level, and set the number of problems.

Reading Fun: Final Consonants

Final consonants

◆◆◆◆◆ 56 FINAL RATING
◆◆◆◆◆ 55 User Friendliness
◆◆◆◆◆◆◆ 74 Educational Value
◆◆◆◆ 44 Instructional Design

Troll Associates
1989
$39.95
Ages 5-6
Apple
LA/4,6

Child uses spacebar and RETURN to identify objects that start with the same sound, start with different sounds, or start with a given letter. Offers little child-control. Allows teacher to select letters, set the difficulty level, and set the number of problems.

Reading Fun: Vowel Sounds

Long and short vowel sounds

◆◆◆◆ 46 FINAL RATING
◆◆◆◆ 46 User Friendliness
◆◆◆◆◆ 59 Educational Value
◆◆◆◆ 40 Instructional Design

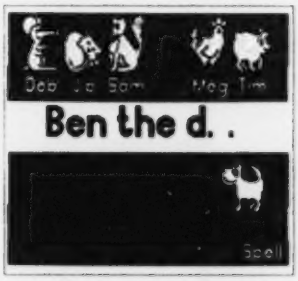
Troll Associates
1990
$39.95
Ages 6-7
Apple
LA/6,7

Two activities: Crazy Crayons—child sees a word (e.g., axe) and uses the spacebar and the number keys to select and color in pictures that start with that letter. Brush Ups—child sees two words (e.g., drum and cup) and indicates (Y or N) if the words have the same vowel sound. Rigid design limits child-control. Not recommended.

Reading Helpers

Reading skills

◆◆◆◆◆◆ 69 FINAL RATING
◆◆◆◆◆ 53 User Friendliness
◆◆◆◆◆◆◆◆ 88 Educational Value
◆◆◆◆◆◆◆ 70 Instructional Design



Houghton Mifflin Co.
1986
$135.00
Ages 5-6
Apple (64K)
LA/1,4,6,8 CL/2

Five disks. Child presses any key to make selections in 11 games based around decoding and encoding, sight vocabulary, letter recognition, memory, thinking skills, matching, words in context, and alphabetical order of words. Content best for grade 1 and above. Initial adult help required.

Reading 1

Letters, letter sounds, and words

◆◆◆◆◆◆◆ 79 FINAL RATING
◆◆◆◆◆◆◆ 70 User Friendliness
◆◆◆◆◆◆◆◆◆ 94 Educational Value
◆◆◆◆◆◆◆ 76 Instructional Design

Queue, Inc.
1985
$39.95
Ages 3-6
Apple*
LA/4,5,6 TI/6

Child uses arrows keys or joystick to move Peter Rabbit to his home. On the way, Peter matches letters, sounds, and vowels. Contains four levels. Clear graphics, enjoyable activities. In some games, words are "spoken," but voice is hard to understand (extra synthesizer not required).

Reading Machine, The

Various language skills

◆◆◆◆◆◆ 65 FINAL RATING
◆◆◆◆◆ 56 User Friendliness
◆◆◆◆◆◆ 69 Educational Value
◆◆◆◆◆◆ 67 Instructional Design

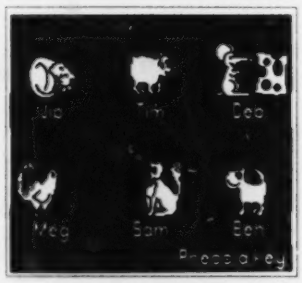
SouthWest EdPsych Services
1982
$59.95
Ages 5-8
Apple
LA/4

Separate activities (28) that range from matching letters to phonics practice (cassette interface available). Good management options allow teacher to set up lessons, diagnose progress, or keep records for up to 60 children. Blocky graphics.

Reading Starters

Reading skills

◆◆◆◆◆◆ 63 FINAL RATING
◆◆◆◆◆ 51 User Friendliness
◆◆◆◆◆◆◆◆ 84 Educational Value
◆◆◆◆◆◆◆ 70 Instructional Design



Houghton Mifflin Co.
1986
$135.00
Ages 5-6
Apple (64K)
LA/4,5,6,7,8 CL/2 SP/4

Child use six animals' names, Deb, Jip, Sam, Ben, Meg, and Tim, to play games based on encoding and decoding, sight vocabulary, letter recognition, memory, matching, alphabetizing, and positional words. Eighteen games on five disks offer a broad range in content. Keeps score. Initial adult help required.

ReadingMaze

Basic language skills

◆◆◆◆◆◆◆ 74 FINAL RATING
◆◆◆◆◆◆◆ 73 User Friendliness
◆◆◆◆◆◆◆ 76 Educational Value
◆◆◆◆◆◆◆ 74 Instructional Design

Great Wave Software
1991
$49.95
Ages 3-7
Mac
LA/4,5,6,10 SP/4,6

Child uses mouse or arrow keys to move through a maze in search of hidden objects. To pick up an object, child must answer a series of language skill questions. Child moves to a more difficult level after mastering current one. Matching pictures, letters/pictures, and words/pictures, following instructions (e.g., "Put the rake over the barn"), and unscrambling sentences are covered in 460 levels. Rather dry presentation. Tracks progress for up to 50 students.

Representational Play

Early language acquisition

◆◆◆◆◆◆◆ 71 FINAL RATING
◆◆◆◆◆◆ 62 User Friendliness
◆◆◆◆◆◆ 69 Educational Value
◆◆◆◆◆◆◆◆ 84 Instructional Design

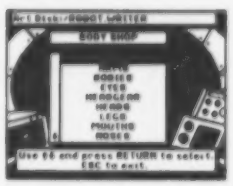
P.E.A.L. Software
1985
$150.00
Ages 2-5
Apple (64K)
LA/1,5 SP/7

Two overlays for the Muppet Learning Keys (required). Child first plays with real toys, then presses their pictures on the overlay to hear the associated words in a robotic voice. Requires Echo speech synthesizer. Covers 24 words. Adult setup required.

Robot Writer Plus

A graphics program with text-writing feature

◆◆◆◆◆◆ 69 FINAL RATING
◆◆◆◆ 46 User Friendliness
◆◆◆◆◆◆◆◆ 83 Educational Value
◆◆◆◆◆◆◆◆ 81 Instructional Design



Queue, Inc.
1990
$49.95
Ages 6-13
Apple*, IBM
CP/4 LA/3,6,9 SP/2,5

Child selects from a variety of clip art (e.g., arms, bodies, heads, props) to create robot scenes that can be saved or printed in color. Words can be added and spoken on Echo synthesizer (optional). Our five-year-olds liked the graphics but needed help to use the program. Pages can be printed in seven sizes.

Rosie the Counting Rabbit

Language experience

◆◆◆◆◆◆◆◆ 89 FINAL RATING
◆◆◆◆◆◆◆◆ 85 User Friendliness
◆◆◆◆◆◆◆◆◆ 94 Educational Value
◆◆◆◆◆◆◆◆◆ 91 Instructional Design

D. C. Heath & Company
1988
$75.00
Ages 5-10
Apple (128K), Mac LC
LA/2,3,5,9 NB/3 CP/4 SP/4,7

Children use mouse, Koala Pad, joystick, or arrow keys to select or move objects, backgrounds, words, or characters of a story. Children can also add their own words. Resulting stories can be saved and printed in color. Includes four copies of the storybook. Good design. Fun to use. Mac LC version includes word processor.

Rosie the Counting Rabbit: Explore-a-Story Plus

Exploring stories, creating printed products

◆◆◆◆◆◆◆◆ 83 FINAL RATING
◆◆◆◆◆◆◆ 72 User Friendliness
◆◆◆◆◆◆◆◆ 89 Educational Value
◆◆◆◆◆◆◆◆ 89 Instructional Design

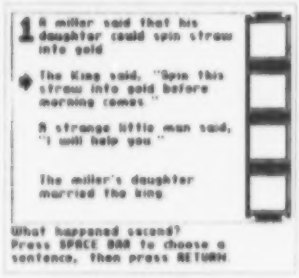
William K. Bradford Publishing
1992
$75.00
Ages 5-12
Mac (color, HD)
LA/3,9 CP/4 SP/7

A flannel-board-like activity that allows child to navigate throughout a story by clicking on arrow icons. Items in each scene can be easily rearranged, replicated, or deleted; new ones can be added. Text can be added at any point, simply by typing it in. Text windows can also be added. No sound is used. Contains several activities such as story-starters, matching, or building. Clever design. Work can be printed or saved. Young children will need help with file access/saving.

Rumpelstiltskin

Reading comprehension

◆◆◆◆ 43 FINAL RATING
◆◆◆◆◆ 51 User Friendliness
◆◆◆◆ 48 Educational Value
◆◆◆ 35 Instructional Design


1 A miller said that his daughter could spin straw into gold
The King said, "Spin this straw into gold before morning comes."
A strange little man said, "I will help you."
The miller's daughter married the king
What happened second?
Press SPACE BAR to choose a sentence, then press RETURN.

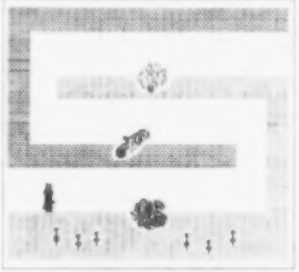
Troll Associates
1987
$39.95
Ages 5-8
Apple
LA/10 SP/4

Three games: Sequencing—child puts eight sentences from *Rumpelstiltskin* in 1-2-3 order. Tic-tac-toe—child answers T/F question to win a square. Following Directions—child moves a marker in a scene, according to written directions, then creates a pattern. Best for ages 6 and up. Includes book.

Run Rabbit Run

Scanning, directionality, and attention

◆◆◆◆◆◆◆ 70 FINAL RATING
◆◆◆◆◆◆ 69 User Friendliness
◆◆◆◆◆◆◆◆ 86 Educational Value
◆◆◆◆◆◆ 60 Instructional Design



E.C.S.
1988
$39.95
Ages 4-8
Apple
TI/1,3,5

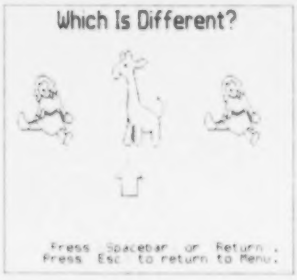
Child practices visual skills and timing by helping a rabbit through an obstacle course. Correct timing is required to jump over obstacles. Teacher options permit control of rabbit's speed, length of course, and number of obstacles. Can be used with joystick, paddle switches, or keyboard.

Same and Different

Matching

◆◆◆◆◆◆ 64 FINAL RATING
◆◆◆◆◆◆◆ 71 User Friendliness
◆◆◆◆◆◆◆ 76 Educational Value
◆◆◆◆ 48 Instructional Design

Access Unlimited
1989
$25.00
Ages 3-6
Apple
CL/2



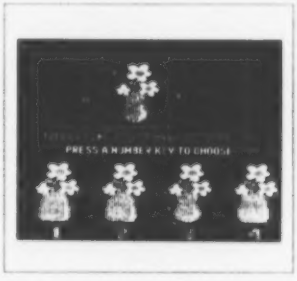
Two straightforward activities: Which Is the Same?—child sees two objects and indicates when they match. Which Is Different?—child sees three objects, one of which is different from the other two, and uses an arrow to select the one that is different. Child uses spacebar and RETURN to enter answers. Program can be set on scan mode for use with single switch.

Same or Different

Visual discrimination, matching

◆◆◆◆◆ 55 FINAL RATING
◆◆◆◆ 45 User Friendliness
◆◆◆◆◆◆ 68 Educational Value
◆◆◆◆◆ 54 Instructional Design

Merit Software
1985
$24.95
Ages 4-8
Apple*, C64
CL/1,2



Child presses a number key to select which of four numbered objects is different from the others in some way or which of four objects matches one shown. Menus require reading. Offers a narrow range in content. Keeps score.

Scanning Fun

Visual scanning

◆◆◆◆◆◆◆ 72 FINAL RATING
◆◆◆◆◆◆◆ 72 User Friendliness
◆◆◆◆◆◆◆ 73 Educational Value
◆◆◆◆◆◆◆ 72 Instructional Design

Access Unlimited
1989
$25.00
Ages 3-6
Apple
TI/1,2

Designed for special education settings. Four activities in which child uses a regular (or alternate) keyboard, or single switch, to indicate when a moving object is next to another. Very easy to use. Somewhat distracting reinforcements. Options allow for adjusting scanning speed. Color monitor advised.

School Bus Driver

Coordination, judgment, and recall of details

◆◆◆◆◆◆◆ 73 FINAL RATING
◆◆◆◆◆◆◆ 77 User Friendliness
◆◆◆◆◆◆ 61 Educational Value
◆◆◆◆◆◆◆ 77 Instructional Design

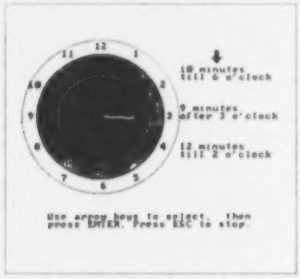
Gametek/IJE, Inc.
1988
$9.95
Ages 3-8
IBM*, Apple, C64
SP/4,6 TI/4,8 NB/3

Child uses arrow keys or joystick (optional) to move a bus through a 15-screen country neighborhood to pick up six children scattered at six bus stops and drop them off at the school. There are four levels of play. Harder levels include road blocks and a timer to work against. Easy to use. No reading required. Limited in content.

School Mom

Basic skills practice

◆◆◆◆◆ 54 FINAL RATING
◆◆◆◆ 45 User Friendliness
◆◆◆◆◆◆◆ 73 Educational Value
◆◆◆◆ 49 Instructional Design



Software Excitement!
1991
Shareware
Ages 4-16
IBM (CGA)
LA/4 TI/9 CP/1,2 NB/4

A range of activities covering six subjects. Music—a hard-to-use activity in which child uses letter keys to create notes on a staff line. Art—five simple drawing programs. Spelling—five drill activities from upper/lower-case letters to spelling lists (can be customized). English—tutorials and drill on parts of speech. Time—analog clock drill. Math—set/numeral matching, base ten, and an enjoyable math facts game.

Sentence Master Level 1

Reading skills, vocabulary development

◆◆◆◆◆◆◆ 75 FINAL RATING
◆◆◆◆◆◆◆ 79 User Friendliness
◆◆◆◆◆◆◆ 73 Educational Value
◆◆◆◆◆◆◆ 74 Instructional Design

Laureate Learning Systems
1990
$475.00 per level
Ages 5-8
Apple (Echo synthesizer required)
LA/5, 6, 8

Eight stories with corresponding word-activity disks and story booklets. Each word is first taught in drill format. Then the story can be read, with help from the synthesizer if necessary (requires Echo). Finally, story booklets permit independent reading in a print format. Story vocabulary is carefully sequenced according to difficulty, making story content rather dry. Allows adult control over presentation.

Sesame Street Astro-Grover

Counting, adding, and subtracting

◆◆◆◆ 41 FINAL RATING
◆◆◆◆ 45 User Friendliness
◆◆◆◆ 44 Educational Value
◆◆◆ 36 Instructional Design

Hi Tech Expressions
1984
$9.95
Ages 3-6
Apple, IBM, C64*
NB/3,4

Consists of five games that provide practice counting, adding, and subtracting objects in an "outer space" context. Lively graphics and sounds not related to content. Includes keyboard overlay. Apple version compatible with Muppet Learning Keys.

Sesame Street Big Bird's Special Delivery

Object recognition

◆◆◆ 31 FINAL RATING
◆◆◆◆ 43 User Friendliness
◆◆◆ 34 Educational Value
◆◆ 21 Instructional Design

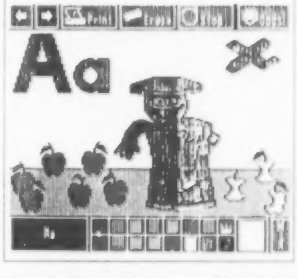
Hi Tech Expressions
1984
$9.95
Ages 3-6
C64*, IBM, Apple
CL/2

Consists of a multiple-choice format in which child uses arrow keys to match one of four pictures according to form (easiest), class, and function (hardest). Menu requires reading.

Sesame Street Crayon: Letters for You

Coloring pictures

◆◆◆◆◆◆◆◆ 80 FINAL RATING
◆◆◆◆◆◆◆ 79 User Friendliness
◆◆◆◆◆◆◆ 73 Educational Value
◆◆◆◆◆◆◆◆ 84 Instructional Design



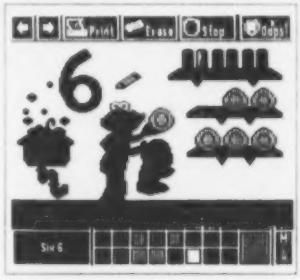
Merit Software
1987
$14.95
Ages 3-up
Apple* (128K), IBM, C64, Amiga
CP/1,4 SP/4

A coloring program with 30 blank Muppets scenes. Child moves cursor with mouse, joystick, or arrow keys to fill in sections of a picture with 1 of 16 available colors. Prints in color. Mouse and color monitor recommended. Very easy to use. Prints picture with calendar.

Sesame Street Crayon: Numbers Count

Coloring pictures

◆◆◆◆◆◆◆◆ 80 FINAL RATING
◆◆◆◆◆◆◆ 79 User Friendliness
◆◆◆◆◆◆◆ 73 Educational Value
◆◆◆◆◆◆◆◆ 84 Instructional Design



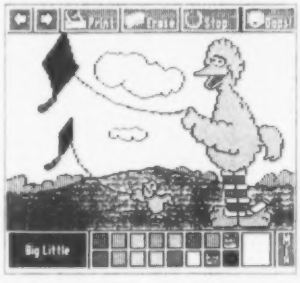
Merit Software
1987
$14.95
Ages 3-up
Apple* (128K), IBM, C64, Amiga
CP/1,4 SP/4

A coloring program with 30 number pictures. Child moves cursor with mouse, joystick, or arrow keys to fill in sections of a picture with 1 of 16 available colors. Prints in color. Mouse and color monitor recommended. Very easy to use. Prints picture with calendar.

Sesame Street Crayon: Opposites Attract

Coloring pictures

◆◆◆◆◆◆◆◆ 80 FINAL RATING
◆◆◆◆◆◆◆ 79 User Friendliness
◆◆◆◆◆◆◆ 73 Educational Value
◆◆◆◆◆◆◆◆ 84 Instructional Design



Merit Software
1987
$14.95
Ages 3-up
Apple* (128K), IBM, C64, Amiga
CP/1,4 SP/4

A coloring program with 30 number pictures. Child moves cursor with mouse, joystick, or arrow keys to fill in sections of a picture with 1 of 16 available colors. Prints in color. Mouse and color monitor recommended. Very easy to use. Prints picture with calendar.

Sesame Street Ernie's Big Splash

Planning, predicting, problem solving

◆◆◆◆◆ 59 FINAL RATING
◆◆◆◆◆ 51 User Friendliness
◆◆◆◆◆◆ 63 Educational Value
◆◆◆◆◆◆ 60 Instructional Design

Hi Tech Expressions
1985
$9.95
Ages 4-6
C64*, IBM
SP/4,7

Using function keys, child builds path that transports Rubber Duckie from his soap dish to Ernie's bathtub. The path is made by choosing squares that will move Duckie to Ernie. Three levels. Program takes three minutes to load from disk. Limited content.

Sesame Street Ernie's Magic Shapes

Visual discrimination practice

◆◆◆◆ 45 FINAL RATING
◆◆◆◆ 43 User Friendliness
◆◆◆◆◆◆ 61 Educational Value
◆◆◆ 37 Instructional Design

Hi Tech Expressions
1984
$9.95
Ages 3-6
C64*, Atari, IBM, Apple
CL/1,2

In all of the six shape- and color-matching games, child uses two arrow keys to decide if a shape or color matches one shown. Features Ernie, who nods feedback and brings new shapes. Provides little interaction or variety. Color monitor required.

Sesame Street First Writer

Writing & printing words, sentences, and stories

◆◆◆◆◆◆◆◆ 81 FINAL RATING
◆◆◆◆◆◆ 65 User Friendliness
◆◆◆◆◆◆◆◆ 81 Educational Value
◆◆◆◆◆◆◆◆ 89 Instruc.ional Design

Hi Tech Expressions
1989
$14.95
Ages 4-up
Apple* (128K), IBM
LA/4,5,9 CP/4 OT/4

A word-processing program that allows the creation of text in two sizes (large and small) and three colors (white, green, and blue). Includes a 36 on-screen word list that can be customized. Does not have features, such as word wrap, that could be confusing to a child. Text can be saved or printed.

Sesame Street Grover's Animal Adventures

Classifying animals

◆◆◆◆◆◆◆ 76 FINAL RATING
◆◆◆◆◆◆◆ 75 User Friendliness
◆◆◆◆◆◆◆ 73 Educational Value
◆◆◆◆◆◆◆ 79 Instructional Design

Hi Tech Expressions
1985
$9.95
Ages 4-6
C64*, IBM
CL/2

Child uses joystick to move Grover to one of four environments. Pressing joystick button adds animals or objects. Each environment is divided into land, sky, and water areas. Child must place animal in appropriate area.

Sesame Street Learning Library 1

Matching, counting, adding, subtracting

Not rated

Hi Tech Expressions
1985
$24.95
Ages 3-6
Apple, IBM, Nintendo
NB/3,4 CL/1,2

A combination of three separate programs—*Sesame Street: Astro Grover, Ernie's Magic Shapes,* and *Big Bird's Special Delivery.* Includes a 12-page teacher guide. See reviews of individual Sesame Street programs.

Sesame Street Learning Library 2

Problem solving, classifying animals

Not rated

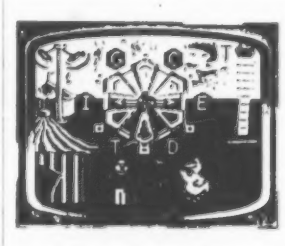
Hi Tech Expressions
1985
$24.95
Ages 3-6
IBM, Nintendo
CL/2 SP/4,6,7

A combination of three separate programs—*Sesame Street: Ernie's Big Splash, Grover's Animal Adventures,* and *Pals Around Town.* Includes a 12-page teacher guide. See reviews of individual Sesame Street programs.

Sesame Street Letter-Go-Round

Letter matching

◆◆◆◆◆ 56 FINAL RATING
◆◆◆◆◆◆ 61 User Friendliness
◆◆◆◆◆◆◆ 71 Educational Value
◆◆◆◆ 43 Instructional Design



Hi Tech Expressions
1984
$9.95
Ages 3-7
C64*, IBM, Atari, Apple
LA/4,5 TI/1,3

Child presses spacebar to stop and start ferris wheel, to match upper/lower-case letters, or to spell three-letter words. Good graphics and sounds. Menu requires reading. Includes keyboard overlay.

Sesame Street Pals Around Town

Community exploration

◆◆◆◆◆◆◆ 73 FINAL RATING
◆◆◆◆◆◆◆ 76 User Friendliness
◆◆◆◆◆◆◆ 73 Educational Value
◆◆◆◆◆◆ 69 Instructional Design

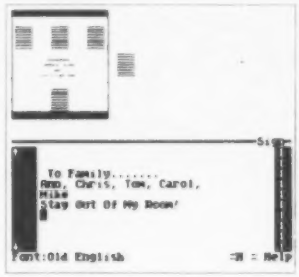
Hi Tech Expressions
1985
$9.95
Ages 4-6
C64*, IBM
SP/4,6,7

Child uses joystick (required) and function keys to explore and add objects to one of five scenes, e.g., a playground, a schoolroom, Sesame Street, Bert and Ernie's house, and downtown. Good graphics and sound. Disk version takes about three minutes to load. Color monitor recommended.

Sesame Street Print Kit

Creating printed materials

◆◆◆◆ 46 FINAL RATING
◆◆◆ 32 User Friendliness
◆◆◆◆◆◆ 60 Educational Value
◆◆◆◆◆ 50 Instructional Design



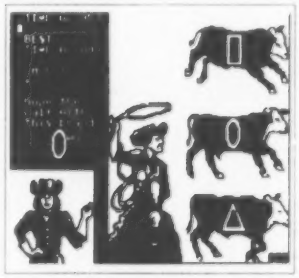
Hi Tech Expressions
1988
$14.95
Ages 3-up
Apple*, IBM, C64, Atari
CP/4 LA/9

A printing program featuring 60 Sesame Street characters, 20 borders, and 7 typefaces in 3 sizes. Can make cards, banners, signs, stationery, or storybook. Design makes it difficult to use. Reading required. Young children will require assistance.

Shape & Color Rodeo

Recognizing shapes and colors

◆◆◆◆◆◆◆ 73 FINAL RATING
◆◆◆◆◆◆ 62 User Friendliness
◆◆◆◆◆◆◆◆◆ 92 Educational Value
◆◆◆◆◆◆◆ 72 Instructional Design



DLM
1984
$32.95
Ages 4-8
Apple*, IBM, C64
CL/1

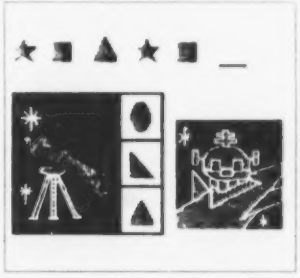
Six activities. Child uses spacebar and RETURN to select matching shapes or colors or to find hidden shapes in a rodeo picture. Lively graphics and sounds. Menu requires reading. For one or two players.

BEST COPY AVAILABLE

Shape Starship

Matching attributes of shape and size

◆◆◆◆◆◆ 65 FINAL RATING
◆◆◆◆◆◆◆ 79 User Friendliness
◆◆◆◆◆◆ 69 Educational Value
◆◆◆◆◆ 51 Instructional Design



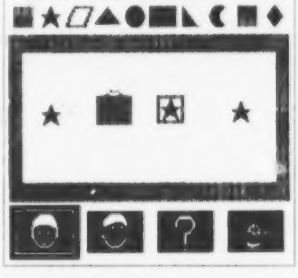
Gamco Industries, Inc.
1986
$49.95
Ages 3-6
Apple*, C64, TRS 80, IBM
CL/1,2,3 SE/4

Child uses spacebar to move pointer in four multiple-choice-style activities in which child (1) matches objects of same shape and size but different color, (2) matches objects of same color and shape but different size, (3) decides what shape goes next in a series, or (4) matches object with a similar shape. Repetitive format. Good management options can keep up to 200 individual records.

Shapes & Patterns

Visual disc., cognitive skills

◆◆◆◆◆◆ 66 FINAL RATING
◆◆◆◆◆◆◆◆ 80 User Friendliness
◆◆◆◆◆◆◆ 72 Educational Value
◆◆◆◆◆ 52 Instructional Design



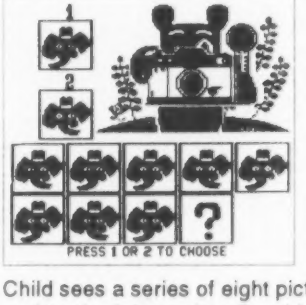
Mindscape, Inc.
1984
$61.00
Ages 3-6
Apple
CL/1,2 SE/2

Child uses nodding heads to decide (1) if shapes shown are the same, (2) if there is a common shape among several objects, or (3) if pattern is correct. Easy-to-use format. Utilities provide feedback on last-played round and some selection of difficulty level.

Shutterbug's Patterns

Sequencing, pattern recognition

◆◆◆ 36 FINAL RATING
◆◆◆◆◆ 56 User Friendliness
◆◆◆ 32 Educational Value
◆◆◆ 36 Instructional Design



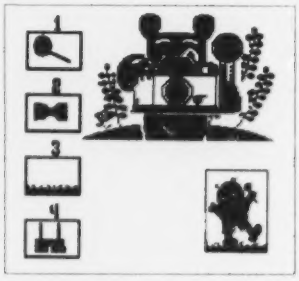
Merit Software
1985
$24.95
Ages 4-8
Apple*, C64
CL/2

Child sees a series of eight pictures and must select the ninth and tenth of the series. Graphics are distracting. Content is limited.

Shutterbug's Pictures

Memory skills, reading readiness

◆◆◆◆◆◆ 61 FINAL RATING
◆◆◆◆◆◆ 69 User Friendliness
◆◆◆◆◆◆◆ 72 Educational Value
◆◆◆◆◆ 51 Instructional Design



Merit Software
1985
$24.95
Ages 4-8
Apple*, C64
OT/1

One game in which child sees picture, then is flashed the same picture with one element missing. Child uses the number keys to select the missing object. No branching.

Sight Word Spelling

Letter, word, and numeral recognition

◆◆◆ 39 FINAL RATING
◆◆◆ 30 User Friendliness
◆◆◆◆◆ 55 Educational Value
◆◆◆ 36 Instructional Design

E.C.S.
1987
$39.95
Ages 6-7
Apple
LA/4,5 NB/4 OT/1

Designed for first- and second-grade special education students, this program presents 10 words or numbers on the screen, one at a time, and pronounces them (Echo speech synthesizer required). The child must type what is shown. Poor design. Keeps records. Custom word lists can be created and stored.

Silly Letters & Numbers

Letter and numeral recognition

◆◆◆◆◆◆◆ 70 FINAL RATING
◆◆◆◆◆◆◆ 70 User Friendliness
◆◆◆◆◆◆◆◆ 84 Educational Value
◆◆◆◆◆◆ 60 Instructional Design

Access Unlimited
1988
$25.00
Ages 3-6
Apple
LA/4 NB/4 CL/2 OT/3

Five simple activities that use large, cartoon-style letters or numerals. Child uses keyboard to match letters or numerals, fill the screen with silly numerals, find a given letter on the keyboard, or freely type with a choice of two large, customized typefaces. Can be used with regular or alternate keyboards.

Simon Says

Chaining memory exercise

◆◆◆◆◆◆◆◆ 80 FINAL RATING
◆◆◆◆◆◆◆◆ 83 User Friendliness
◆◆◆◆◆◆◆◆◆ 91 Educational Value
◆◆◆◆◆◆◆ 72 Instructional Design

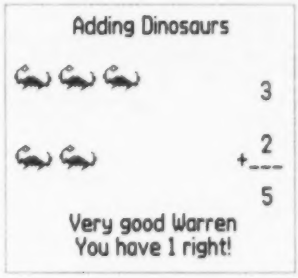
Sunburst Communications, Inc.
1987
$65.00
Ages 6-11
Apple*, IBM
OT/1 SE/4

Child must re-create sequences of colors, numbers, or letters, which get longer with each correct answer. Options allow child to create the original sequence, select the speed with which it is flashed, or select the letters used. Uses regular keyboard, Muppet keyboard, or TouchWindow. Can be played by one to four players.

Simple Addition

Addition with sums less than nine

◆◆◆◆◆◆ 69 FINAL RATING
◆◆◆◆◆◆◆ 71 User Friendliness
◆◆◆◆◆◆◆ 79 Educational Value
◆◆◆◆◆◆ 60 Instructional Design



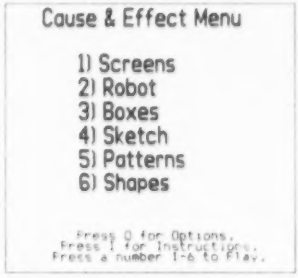
Access Unlimited
1988
$25.00
Ages 3-6
Apple
NB/3,4,7

Two straightforward addition activities. Adding Dinosaurs—child first counts two sets, then adds them together. Dragon Addition—child sees addition equation and enters answer. Incorrect answers prompt the appearance of a set that a child can count for help. Easy to use though limited in content.

Simple Cause and Effect

Cause and effect

◆◆◆◆◆◆◆ 73 FINAL RATING
◆◆◆◆◆◆◆ 78 User Friendliness
◆◆◆◆◆◆ 63 Educational Value
◆◆◆◆◆◆◆ 74 Instructional Design



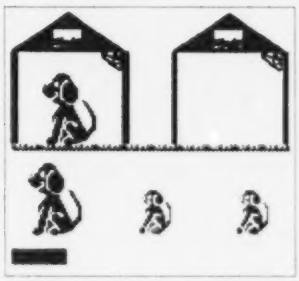
Access Unlimited
1989
$25.00
Ages 3-6
Apple
TI/1,2

Six simple activities in which a child presses the spacebar or a single switch to create colors on the screen, build a robot one part at a time, fill the screen with colored boxes, randomly draw a design, create a colored pattern, or move a shape across the screen. Easy to use. Color monitor recommended.

Size and Logic

Size discrimination, patterns

◆◆◆◆◆◆◆ 77 FINAL RATING
◆◆◆◆◆◆ 69 User Friendliness
◆◆◆◆◆◆◆◆◆ 91 Educational Value
◆◆◆◆◆◆◆ 75 Instructional Design



Hartley Courseware
1984
$45.95
Ages 3-6
Apple
SE/1,2,4 CL/1

Four games in which child uses spacebar and RETURN to match objects by size, select the object that comes next in a series, or create a matching set. Three levels to each game. Child can use picture menu to select own difficulty level. Clear graphics.

Sleepy Brown Cow, The

Language experience

◆◆◆◆◆◆◆◆ 89 FINAL RATING
◆◆◆◆◆◆◆◆ 85 User Friendliness
◆◆◆◆◆◆◆◆◆ 94 Educational Value
◆◆◆◆◆◆◆◆◆ 91 Instructional Design

D. C. Heath & Company
1988
$75.00
Ages 5-10
Apple
LA/2,3,5,9 CP/4 SP/4,7

Children use mouse, Koala Pad, joystick, or arrow keys to select or move objects, backgrounds, words, or characters of a story. They can also add their own words. Resulting stories can be saved and printed in color. Good design. Fun to use.

Snapdragon

Classification, discovery, coloring

◆◆◆◆◆◆◆◆ 83 FINAL RATING
◆◆◆◆◆◆◆◆ 85 User Friendliness
◆◆◆◆◆◆◆◆ 83 Educational Value
◆◆◆◆◆◆◆◆ 81 Instructional Design

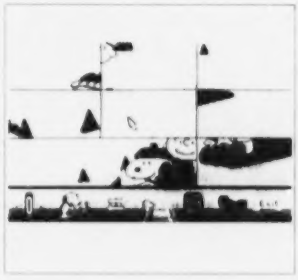
MECC
1992
$49.95
Ages 2½-6
Mac, IBM*
CL/1,2,3 CP/4 LA/3

Two open-ended activities allow child to use a mouse (recommended) or arrow keys to discover a set of up to ten hidden objects in one of six scenes: hiking, underwater, bathtime, farm, space, and bedtime. Provides a nice setting for classification learning experiences. A camera icon saves the scene to a "scrapbook" file that can be viewed later or printed. A coloring book allows a child to color 12 outlines (50 colors), which can also be printed. An easy-to-use starter program.

Snoopy's Game Club

Problem solving and observation skills

◆◆◆◆◆◆◆ 79 FINAL RATING
◆◆◆◆◆◆◆◆ 83 User Friendliness
◆◆◆◆◆◆◆ 78 Educational Value
◆◆◆◆◆◆◆ 74 Instructional Design



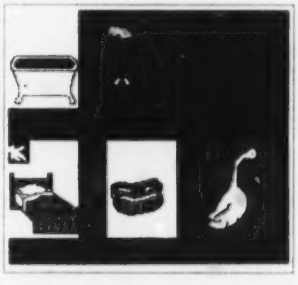
Accolade
1992
$49.95
Ages 3-8
IBM (Sound card)
LA/4,6 CL/2,5 SP/4,7 TI/8

Three clever activities: (1) Snoopy's Animated Puzzles — nine animated Snoopy scenes are randomly divided into parts. Child uses mouse or arrows to put the scene back together. (2) Charlie Brown's Picture Pairs — a concentration game using one of eight decks of picture or letter cards. A correct match causes the letter to be announced and shows animation. (3) Woodstock's Lookalikes — advancing in difficulty, this activity asks child to distinguish 2 items from a set of up to 18. Clever graphics enhance traditional games, which vary in quality.

SocPix

Classification (class membership)

◆◆◆◆◆◆ 61 FINAL RATING
◆◆◆◆◆◆◆◆ 80 User Friendliness
◆◆◆◆◆ 57 Educational Value
◆◆◆◆ 47 Instructional Design



American Guidance Service
1985
$49.95
Ages 3-7
Apple
CL/2,4

Three activities on one disk. Child uses arrow keys and spacebar to decide whether pictures belong to a given category. Includes 175 pictures in 7 categories. A separate record-keeping program ($19.95) keeps records for 40 children.

Sound Ideas: Consonants

Consonant sounds

◆◆◆◆◆◆◆◆ 80 FINAL RATING
◆◆◆◆◆◆◆ 79 User Friendliness
◆◆◆◆◆◆◆◆ 88 Educational Value
◆◆◆◆◆◆◆ 76 Instructional Design

Houghton Mifflin Co.
1986
$165.00
Ages 5-6
Apple (64K)
LA/4,5,6

Seven disks present the "th," "sh," and "ch" and 17 consonants. There are four levels. Child matches a sound (said by synthesizer) with a picture, a letter, or a word by using spacebar and RETURN to select a box in a multiple-choice format. Includes workbook and other materials. Requires Echo speech synthesizer.

Sound Ideas: Vowels

Five vowel sounds (long, short) and y

◆◆◆◆◆◆◆◆ 80 FINAL RATING
◆◆◆◆◆◆◆ 79 User Friendliness
◆◆◆◆◆◆◆◆ 88 Educational Value
◆◆◆◆◆◆◆ 76 Instructional Design

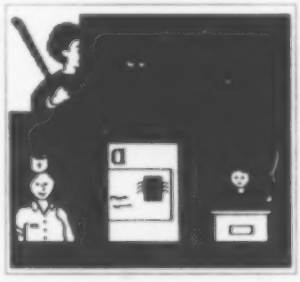
Houghton Mifflin Co.
1986
$165.00
Ages 5-6
Apple (64K)
LA/4,5,6

Five disks. Child uses spacebar and RETURN to select one of three objects with the same vowel sound as a picture. Uses spoken and pictorial examples to illustrate letter/sound correspondence. Includes workbook and other support materials. Requires Echo speech synthesizer.

Sound Ideas: Word Attack

Consonant blends, clusters and digraphs

◆◆◆◆◆◆◆ 72 FINAL RATING
◆◆◆◆◆◆◆ 71 User Friendliness
◆◆◆◆◆◆◆◆◆ 94 Educational Value
◆◆◆◆◆◆ 62 Instructional Design



Houghton Mifflin Co.
1987
$174.00
Ages 5-6
Apple (64K)
LA/4,5,6

Six disks. Each disk has three parts: a tutorial, a practice session, and a story. Successful completion of each part is required to get to the next level. Practice session gives child a choice of three games to play. Story puts phonics in sentence context. Workbook and support materials included. Provides verbal feedback. Requires Echo speech synthesizer.

Spell-A-Word

Practice spelling words

◆◆◆◆◆◆ 69 FINAL RATING
◆◆◆◆ 49 User Friendliness
◆◆◆◆◆◆◆ 77 Educational Value
◆◆◆◆◆◆◆ 76 Instructional Design

R. J. Cooper & Associates
1991
$75.00 (Free preview copy)
Ages 2-up
Apple
LA/7,8

A talking large-print spelling program (Echo required). Child first types letters of a simple word that is shown. Next, the word is typed with no letter outlines. If this is done correctly, child can color a picture. Stores three groups of five words up to nine letters long. Management options enable adults to keep records for each child. Effective use of speech, although program seems sluggish at times. Designed for use in special education settings.

Spellicopter

Spelling practice

◆◆◆◆◆◆ 66 FINAL RATING
◆◆◆◆◆ 59 User Friendliness
◆◆◆◆◆◆◆ 77 Educational Value
◆◆◆◆◆◆ 64 Instructional Design

Compton's New Media
1983
$39.95
Ages 6-10
Apple*, IBM, C64 ($29.95)
LA/5 SP/4

Child pilots helicopter (using joystick or arrow keys) over obstacles to pick up scattered letters of a spelling word. A sentence is given for a clue. Up to 400 words are available (40 lists of 10 words).

Spelling and Reading Primer

Spelling and reading practice

◆◆◆◆◆ 51 FINAL RATING
◆◆◆◆ 46 User Friendliness
◆◆◆◆◆◆ 65 Educational Value
◆◆◆◆ 48 Instructional Design

Compton's New Media
1982
$39.95
Ages 4-8
Apple*, IBM, C64
LA/5

Two activities: Reading Primer—child uses spacebar to move cursor to match word with one of three line drawings. Spelling Primer—child sees drawing and must type in word. Twenty-two word-lists with 350 words ranging from "pin" to "circle." Keeps a running record for one child.

Spelling Bee, The

Spelling skills

◆◆◆ 32 FINAL RATING
◆◆◆ 34 User Friendliness
◆◆◆ 37 Educational Value
◆◆ 24 Instructional Design

Troll Associates
1985
$39.95
Ages 5-6
Apple
LA/5

Consists of a book, disk, and cassette tape. Three games: (1) Child sees three words, e.g., fan/me/mine, and selects one that is different; (2) child changes word to match picture; and (3) child matches picture to word. Reading required. Limited content. Cluttered graphics.

Stars & Planets

Counting, planets, prereading, creativity

◆◆◆◆◆◆ 62 FINAL RATING
◆◆◆◆◆◆ 68 User Friendliness
◆◆◆◆◆◆ 61 Educational Value
◆◆◆◆◆ 58 Instructional Design

Advanced Ideas, Inc.
1989
$44.95
Ages 3-6
IIGS*, IBM (3.5" or 5.25")
NB/3 CL/2 SE/1 CP/4

Six activities about planets and stars. Child uses keyboard to (1) match planets, (2) put planets in order by orbit, (3) match constellation outline or word, (4) control a robot to match rockets, (5) gather and count moon rocks, or (6) match planets with their written names. Design limits child-control. Good sound, graphics. Does not use mouse.

Stepping Stones Bonus Pack

Vocabulary, counting, adding

◆◆◆◆◆ 58 FINAL RATING
◆◆◆◆◆◆ 60 User Friendliness
◆◆◆◆◆◆◆ 76 Educational Value
◆◆◆◆ 47 Instructional Design

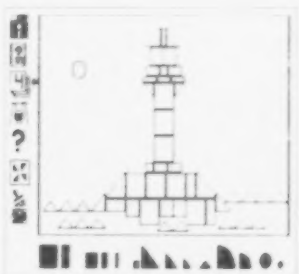
CompuTeach
1987
$49.95
Ages 5-7
Apple*, IBM, Mac
LA/4,5,6 NB/3,4

Three activities on two disks. Language—Child uses spacebar to select pictures of elements of a sentence, which animates itself if correct. Reading—child matches pictures and words. Arithmetic—child counts up to 24 objects and enters answer. Menus require reading.

Stickers

Creative activity

◆◆◆◆◆◆◆ 79 FINAL RATING
◆◆◆◆◆◆◆ 77 User Friendliness
◆◆◆◆◆◆◆ 74 Educational Value
◆◆◆◆◆◆◆◆ 81 Instructional Design



Queue, Inc.
1984
$34.95
Ages 4-12
Apple, IBM* (CGA)
CP/1,4 SP/1,2,8

Using arrow keys or joystick, child moves geometric shapes on screen to either match existing patterns or create own. Easy-to-use picture menu requires no reading. Keyboard or joystick can be used.

Stickybear ABC

Letter recognition

◆◆◆◆◆ 59 FINAL RATING
◆◆◆◆◆◆◆ 76 User Friendliness
◆◆◆◆◆ 53 Educational Value
◆◆◆◆◆ 55 Instructional Design

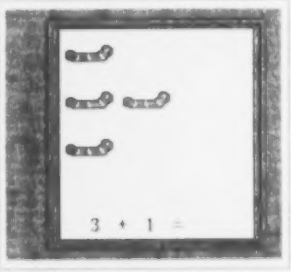
Optimum Resource, Inc.
1982
$39.95
Ages 3-6
Apple*, Atari, C64
LA/4

Child presses any letter key to get one of two animated pictures related to letter. Easy-to-use program, but little challenge. Entertaining graphics. Talking version available for Apple IIGS (see *The New Talking Stickybear Alphabet*).

Stickybear Math

Counting, addition, subtraction

◆◆◆◆◆◆◆◆ 81 FINAL RATING
◆◆◆◆◆◆◆ 70 User Friendliness
◆◆◆◆◆◆◆◆◆ 90 Educational Value
◆◆◆◆◆◆◆◆ 82 Instructional Design



Optimum Resource, Inc.
1984
$39.95
Ages 6-9
Apple*, IBM, C64
NB/3,4,7

A 20-level math program that keeps names, levels, scores, and types of problems for up to 25 children. Automatically tracks and adjusts difficulty level. Content ranges from counting to three-place vertical-presentation subtraction with borrowing. Includes poster and stickers. Animated graphics illustrate problems.

Stickybear Numbers

Counting from 0 to 9

◆◆◆◆◆◆◆ 75 FINAL RATING
◆◆◆◆◆◆◆ 75 User Friendliness
◆◆◆◆◆◆◆ 79 Educational Value
◆◆◆◆◆◆◆ 71 Instructional Design

Optimum Resource, Inc.
1987
$39.95
Ages 3-6
Apple*, IBM, C64
NB/3,4,7,8

Child uses spacebar or number keys to see sets of colorful objects. Pressing the 4 key, for example, causes four bouncing balls to appear. Spacebar causes balls to disappear, one at a time. Each time a number key is pressed, a new set of objects (20 possible) appears. Entertaining graphics. Easy to use. Numbers are spoken if Echo speech synthesizer is used.

Stickybear Printer

"Printing fun for everyone"

◆◆◆◆ 43 FINAL RATING
◆◆◆◆ 40 User Friendliness
◆◆◆ 36 Educational Value
◆◆◆◆ 49 Instructional Design

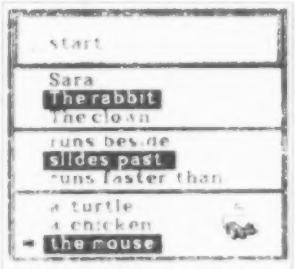
Optimum Resource, Inc.
1985
$49.95
Ages 5-up
Apple
CP/4 OT/4

Allows creation of cards, stories, or posters. Multiple-menu design requires reading, limiting independent use by nonreaders. Can utilize Imagewriter II color printer. A second package, *Stickybear Printer Picture Library* ($39.95), contains two disks of additional graphics.

Stickybear Reading

Word and sentence fun

◆◆◆◆◆◆◆ 77 FINAL RATING
◆◆◆◆◆◆ 68 User Friendliness
◆◆◆◆◆◆◆◆ 89 Educational Value
◆◆◆◆◆◆◆ 78 Instructional Design



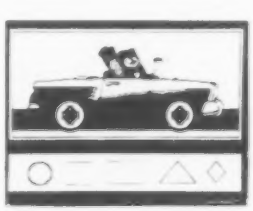
Optimum Resource, Inc.
1984
$39.95
Ages 5-8
Apple*, IBM, C64
LA/5,8,10

Three activities: Child can use joystick, arrow keys, or mouse to match words with pictures, complete a sentence, or build a sentence by selecting its parts. Graphics animate each sentence or word used. Includes 32-page book and poster.

Stickybear Shapes

Shape identification

◆◆◆◆◆◆◆ 70 FINAL RATING
◆◆◆◆◆ 56 User Friendliness
◆◆◆◆◆◆◆◆ 80 Educational Value
◆◆◆◆◆◆◆ 78 Instructional Design



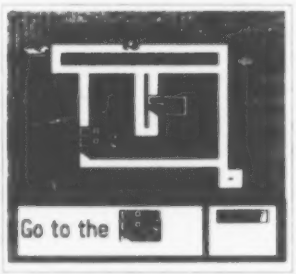
Optimum Resource, Inc.
1983
$39.95
Ages 3-6
Apple*, Atari, C64, IBM
SP/8

The Stickybear series offers a book, a poster, and suggestions for extending concepts into noncomputer contexts. This program provides practice with five common shapes in three games: Pick It, Name It, and Find It. Paddles, arrow keys, or mouse can operate program. IBM version uses Covox Speech Adapter.

Stickybear Town Builder

Map skills

◆◆◆◆◆◆◆◆ 80 FINAL RATING
◆◆◆◆◆◆ 68 User Friendliness
◆◆◆◆◆◆◆◆◆ 97 Educational Value
◆◆◆◆◆◆◆◆ 80 Instructional Design



Optimum Resource, Inc.
1984
$49.95
Ages 6-9
Apple*, C64, IBM
SP/3,4,6,7 TI/5,6 CL/2

Using joystick or arrow keys, child makes a town by placing 1 of 30 buildings on an empty map. The child can then drive car to find buildings in a matching game or to find hidden keys in the town. Towns can be saved. Joystick and color monitor recommended.

Stickybear Typing

Typing skills

◆◆◆◆ 42 FINAL RATING
◆◆◆◆ 49 User Friendliness
◆◆◆◆ 41 Educational Value
◆◆◆ 37 Instructional Design

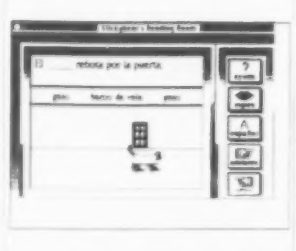
Optimum Resource, Inc.
1985
$49.95
Ages 6-up
Apple*, IBM, C64
LA/4

Three activities give child practice with (1) finding letters with correct fingers, (2) building speed, and (3) typing stories. Includes 30 levels of difficulty, records scores, and gives WPM score. Slow key/screen response. Reading required.

Stickybear's Reading Program

Reading skills in English and Spanish

◆◆◆◆◆◆◆◆ 80 FINAL RATING
◆◆◆◆◆◆◆◆ 81 User Friendliness
◆◆◆◆◆◆◆◆ 82 Educational Value
◆◆◆◆◆◆◆ 78 Instructional Design



Optimum Resource, Inc.
1992
$59.95
Ages 4-8
Mac (5.9MB)
LA/1,5,6,8

Four activities: (1) Word Bob — a six-level, arcade-style game. Child presses spacebar to shoot passing pictures or words to see and hear their names. (2) Word Match — child hears a sentence, such as "Find the dog," and must select the word or picture from six choices. (3) Word Find — a simple sentence is illustrated. Child fills in the blank by selecting a word. (4) Sentence Builder — an open-ended activity where child can build silly sentences and see them enacted. Keeps records. Spanish-language options available. Rather slow animation at times.

Stone Soup

Creative writing

◆◆◆◆◆◆◆◆ 89 FINAL RATING
◆◆◆◆◆◆◆◆ 84 User Friendliness
◆◆◆◆◆◆◆◆◆ 92 Educational Value
◆◆◆◆◆◆◆◆◆ 93 Instructional Design

He roamed the countryside.
He slept with the rabbits.
He sang with the birds. But
there wasn't much food, and
the beggar was feeling hungry.

William K. Bradford Publishing
1989
$75.00
Ages 5-up
Apple®, IBM (3.5" or 5.25")
LA/3,8,9 NB/3 SP/1,2,4 CP/1,4

Contains three parts: Story Teller — presents clever version of the *Stone Soup* story. Story Maker — child uses mouse or keyboard to create and print, in color, versions of original stories. Activities — includes story-starters, a treasure-hunt, recipes, and a puppet kit. No sound. Excellent design puts the child in control of a wide range of content.

Stone Soup: Explore-a-Story Plus

Exploring stories, creating print products

◆◆◆◆◆◆◆◆ 83 FINAL RATING
◆◆◆◆◆◆◆ 72 User Friendliness
◆◆◆◆◆◆◆◆ 89 Educational Value
◆◆◆◆◆◆◆◆ 89 Instructional Design

William K. Bradford Publishing
1992
$75.00
Ages 5-12
Mac (color, HD)
LA/3,9 CP/4 SP/7

A flannel-board-like activity that allows a child to navigate throughout a story by clicking on arrow icons. Items in each scene can be easily rearranged, replicated, or deleted; new ones can be added. Text can be added at any point, simply by typing. Text windows can also be added. No sound is used. Contains several activities such as story-starters; matching, or building. Clever design. Work can be printed or saved. Young children will need help with file access/saving.

Stop, Look, and Listen!

Visual discrimination, upper/lower-case letters, numbers, and reading clocks

◆◆◆◆◆◆ 64 FINAL RATING
◆◆◆◆◆ 56 User Friendliness
◆◆◆◆◆◆ 65 Educational Value
◆◆◆◆◆◆◆ 70 Instructional Design

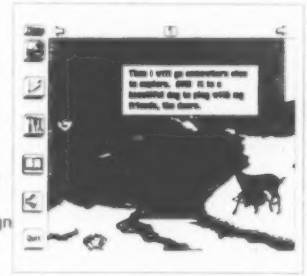
Educational Activities, Inc.
1992
$69.95 per unit
Ages K-3
IBM (Ani-Vox I/O Board, microphone, headset)
CL/1,2,4 LA/3,4 NB/3 TI/9

Four units, each containing approximately 120 flashcard-like frames covering a range of basic skills. Child is first shown a screen and asked a question, such as "Which one doesn't belong?" The computer then digitally records the child's vocal response (note hardware requirements), which can be played back or saved on disk. Responses are not formally corrected. Content seems rather dry. Clear speech sounds.

Storybook Theatre

Creating and printing stories

◆◆◆◆◆◆◆◆ 87 FINAL RATING
◆◆◆◆◆◆◆ 78 User Friendliness
◆◆◆◆◆◆◆◆◆ 92 Educational Value
◆◆◆◆◆◆◆◆◆ 92 Instructional Design



Wings for Learning/
Sunburst Communications
1992
$129.00
Ages 6-up
Mac
LA/3,4,5,8,9

Children's storybook with three themes: mad scientists, animals, and playrooms. Starting from a blank page, child uses mouse and picture menus to select from 58 objects and animated text windows. Microphone option allows voice recording. Page editor makes it easy to move, print, or copy pages. Contains clear, attractive graphics and sounds. High in child-control, although start-up sequence is complex. For similar program for IBM, see *Storybook Weaver*.

Storybook Weaver

Writing, illustrating, and printing storybooks

◆◆◆◆◆◆◆◆ 89 FINAL RATING
◆◆◆◆◆◆◆◆ 85 User Friendliness
◆◆◆◆◆◆◆◆◆ 91 Educational Value
◆◆◆◆◆◆◆◆ 88 Instructional Design

Once upon a time there was a
opossum who was interested in going on a
walk. He was very very interested in finding
out if the water was good in the cabin.

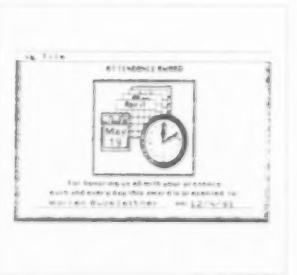
MECC
~~1992~~
$49.95
Ages 6-12
IBM* (Sound card recommended), Mac
LA/3,8,9 CP/4 TI/6 SP/7

Child uses mouse and keyboard to type and illustrate stories. Contains a range of scenes and images for illustrations, including 12 backgrounds, 4 light settings, and over 650 objects. Also includes sound effects or music for each page; pages are easily saved, altered, or printed. Graphics are somewhat blocky. Highly recommended for elementary-aged children. See *Storybook Theatre* for another good storybook-creation program.

Super GS Award Maker

Teacher's utility printing award certificates

Not rated



Orange Cherry Software
1990
$59.00
Ages na
IIGS
CP/4

Sixty-six ready-made award certificates for language arts, science, social studies, physical education, math, achievement, sports, library, art, music and drama, holidays, miscellaneous. Each has a blank space for name and date. Awards can be printed in black and white or in color with an Imagewriter II printer.

BEST COPY AVAILABLE

SuperPrint for the Macintosh

Creation of printed materials

◆◆◆◆◆◆◆◆ 86 FINAL RATING
◆◆◆◆◆◆◆◆ 83 User Friendliness
◆◆◆◆◆◆◆◆ 85 Educational Value
◆◆◆◆◆◆◆◆ 89 Instructional Design

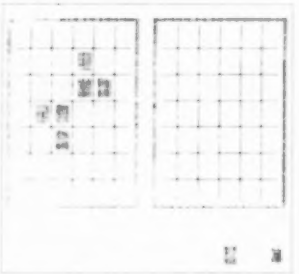
Scholastic Software, Inc.
1991
$119.95
Ages 6-up
Mac (2.9MB)
CP/1,4

A printing program for banners, cards, calendars, and posters. Clip-art library contains 165 items, covering a range of holidays and interests. The poster option contains nine frame styles and ten scenes, such as a map of the United States. Comes with special fonts (TrueType) for smoother lines (not required for System 7). Printing options allow a range of sizes. Design makes it easy to use, but younger children will still need assistance.

Surrounding Patterns

Visual imagery, symmetry

◆◆◆◆◆◆◆ 77 FINAL RATING
◆◆◆◆◆◆◆ 75 User Friendliness
◆◆◆◆◆◆◆◆◆ 98 Educational Value
◆◆◆◆◆◆ 65 Instructional Design



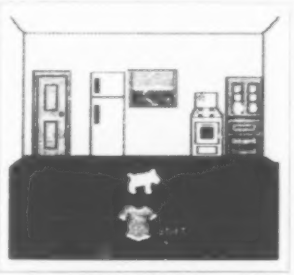
Strawberry Hill Software
1985
$19.00
Ages 3-10
Apple*, C64
SP/1,2,3,4,8,9 CP/1,4

Child sees a pattern of colored shapes and uses joystick or arrow keys to copy it. Seven levels are available, or child can make own designs, which can be saved. Program design is easy to use and encourages experimentation.

Talk About a Walk

Classifying household objects

◆◆◆◆◆ 56 FINAL RATING
◆◆◆◆◆ 59 User Friendliness
◆◆◆◆◆◆ 69 Educational Value
◆◆◆◆ 46 Instructional Design



Queue, Inc.
1984
$39.95
Ages 4-6
Apple
LA/1,5 CL/2 SP/6

Two activities in which child sees 1 of 20 household items or words (spoon) and must place it in one of four rooms of a house. The second activity shows objects inside or outside a house. Child must press any key to indicate if the object is in the correct place.

Talking ABC's

Letter recognition

◆◆◆◆ 43 FINAL RATING
◆◆◆◆ 41 User Friendliness
◆◆◆◆◆ 50 Educational Value
◆◆◆◆ 40 Instructional Design

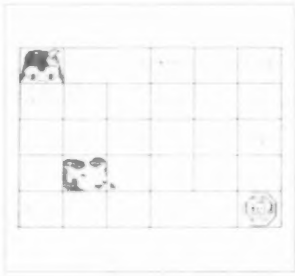
Orange Cherry Software
1988
$59.00
Ages 3-7
IIGS (512K, 3.5")
LA/4 CL/2

Two disks—one for the letters A—M, the other for N—Z. Contains three activities: (1) Child presses any letter to hear letter name and see letter-related picture. (2) Child sees picture, hears letter, and must press a key. (3) Child sees on-screen keyboard, hears letter name, and must press that key. Limited content.

Talking Alpha Chimp

Letter recognition, counting

◆◆◆◆◆◆◆◆ 84 FINAL RATING
◆◆◆◆◆◆◆◆ 85 User Friendliness
◆◆◆◆◆◆◆◆ 83 Educational Value
◆◆◆◆◆◆◆◆ 81 Instructional Design



Orange Cherry Software
1989
$59.00
Ages 3-7
IIGS*, IBM (3.5")
LA/4 NB/3 TI/6

Three activities on two disks. Alphabet Board—child clicks the mouse on a letter, sees a related picture, and gives the letter name. Number Tree—child clicks on a numeral, sees a corresponding sequence of events. Alphabet Story—child hears a letter named, presses its key, and sees and hears corresponding animation and sounds. Good graphics and sounds.

Talking Animals Activity Set

Matching six animals with their sounds, creating pictures

◆◆◆◆◆◆◆ 74 FINAL RATING
◆◆◆◆◆◆◆◆ 80 User Friendliness
◆◆◆◆◆◆ 67 Educational Value
◆◆◆◆◆◆◆ 71 Instructional Design

Orange Cherry Software
1989
$59.00
Ages 4-9
IIGS
CL/1 NB/3 CP/1

Four activities: Animal Sounds—child clicks mouse on one of six animals to hear its sound. Animal Rescue—a confusing game in which child "saves" animals by matching an animal with its sound. Animal Count—a limited activity in which child counts animals in a barnyard. Animal Builder—child combines animal parts and can color or print the result. Clear sounds and graphics. Some reading required.

Talking Classroom

A variety of school-related subjects

◆◆◆◆◆◆◆ 75 FINAL RATING
◆◆◆◆◆◆◆ 76 User Friendliness
◆◆◆◆◆◆ 65 Educational Value
◆◆◆◆◆◆◆◆ 80 Instructional Design

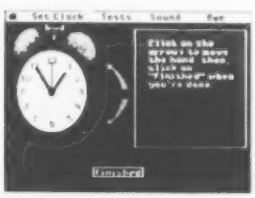
Orange Cherry Software
1990
$49.95
Ages 4-7
IIGS (1 MB), IBM (Covox)
LA/4 TI/9 SP/6 CP/1

Eight limited activities on two disks. Child uses mouse to click on a coin or dollar to see its equivalent in change; set the hands of a clock; press a letter key to hear the letter's name; match days of the week (spoken with written); watch an egg or cocoon hatch; click on a world map to learn about continents; color one of five line drawings; or print related worksheets. Some reading required. Uses clear speech and graphics. Requires disk swapping.

Talking Clock

Clock-reading skills

◆◆◆◆◆◆ 65 FINAL RATING
◆◆◆◆◆◆ 63 User Friendliness
◆◆◆◆◆◆ 69 Educational Value
◆◆◆◆◆◆ 63 Instructional Design



Orange Cherry Software
1988
$59.00
Ages 5-8
IIGS* (512K, 3.5"), IBM
TI/9

Child sets the hour, minute, and second hands on a clock by clicking mouse on one of two arrows. Uses pull-down menus to access options. Limited content. Reads time from clock and provides feedback statements in digitized speech. Reading required.

Talking Colors and Shapes

Basic colors and shapes

◆◆◆◆ 49 FINAL RATING
◆◆◆◆ 46 User Friendliness
◆◆◆◆◆◆ 64 Educational Value
◆◆◆◆ 44 Instructional Design

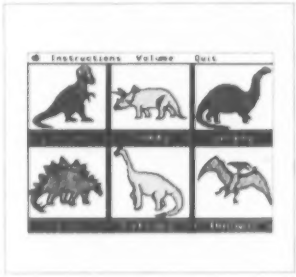
Orange Cherry Software
1989
$59.00
Ages 4-7
IIGS (3.5")
CL/2 SP/8

Two disks—one for colors and one for shapes. Each disk contains five activities that include selecting a shape or color and then hearing its name, matching colors or shapes ("find the square"), or filling in outlines of shapes with colors. Good speech and graphics. Poor range of content and design. Not recommended.

Talking Dinosaurs

Dinosaur names, counting

◆◆◆◆◆ 53 FINAL RATING
◆◆◆◆◆◆ 63 User Friendliness
◆◆◆◆◆ 59 Educational Value
◆◆◆◆ 43 Instructional Design



Orange Cherry Software
1989
$59.00
Ages 5-9
IIGS (3.5")
NB/3

Child clicks mouse on one of five dinosaurs to hear its name, finds the hidden dinosaurs in a picture, counts colored dinosaur bones and enters numeral (from 1 to 9), or fills in a dinosaur picture with one of four colors. Can also print four dinosaur outlines. The limited content and poor design diminish the value of the clear graphics and digitized speech.

Talking First Reader

Word sounds

◆◆◆◆◆◆ 63 FINAL RATING
◆◆◆◆◆◆ 63 User Friendliness
◆◆◆◆◆◆◆ 71 Educational Value
◆◆◆◆◆ 57 Instructional Design

Orange Cherry Software
1989
$59.00
Ages 5-8
IIGS (one 3.5" disk)
LA/5,8

Five activities in which child uses mouse to select one of three words (in lower-case) to match a picture, to select a word to end a sentence, or to move a bouncing ball along a sentence and thus hear each word. Each sentence is cleverly illustrated with good graphics. However, children lose interest quickly.

Talking First Words

Recognize and create words

◆◆◆◆◆◆ 62 FINAL RATING
◆◆◆◆◆◆ 61 User Friendliness
◆◆◆◆◆ 56 Educational Value
◆◆◆◆◆◆ 66 Instructional Design

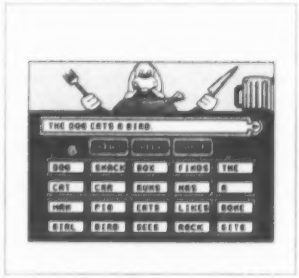
Orange Cherry Software
1990
$49.95
Ages 4-7
IIGS
LA/4,5,6,8

Five activities on two disks. (1) Child clicks on one of 18 action word cards to see a related animated sequence. (2) Child clicks on one of 32 noun word cards to hear word and see picture. (3) Child types missing letter after seeing a picture and listening to the word. (4) Child solves five simple word riddles. (5) Child clicks on a sentence-ending to match a picture. Excellent graphics and speech. Menu requires reading.

Talking First Writer

Experiment with words and sentences

◆◆◆◆◆◆◆ 74 FINAL RATING
◆◆◆◆◆◆ 61 User Friendliness
◆◆◆◆◆◆◆◆ 86 Educational Value
◆◆◆◆◆◆◆ 78 Instructional Design



Orange Cherry Software
1989
$59.00
Ages 6-9
IIGS (3.5")
LA/3,5,6,8,9,10

Three activities. In the first two, a child sees a picture and creates a three-word sentence (five-word, in level two) by selecting words with the mouse. The third activity (see picture) is the most fun, presenting 20 words a child can experiment with. Logical word combinations are illustrated and read in clear, digitized speech. Limited content.

Talking Money

Units of money

◆◆◆◆◆◆ 60 FINAL RATING
◆◆◆◆◆◆ 65 User Friendliness
◆◆◆◆◆◆◆ 72 Educational Value
◆◆◆◆◆ 50 Instructional Design

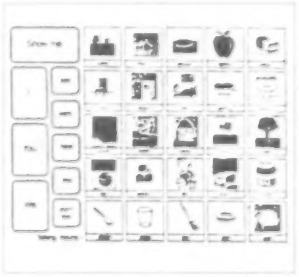
Orange Cherry Software
1989
$59.00
Ages 5-9
IIGS (3.5")
NB/3,7

Five activities in which child uses the mouse to select a coin or bill, to hear its name, or to see its value (e.g., 1 dollar = 4 quarters). Child can match coins or bills with one of three amounts up to $10.00 or can select the correct amount of change for a purchase. Cumbersome design diminishes value of excellent graphics and clear digitized speech.

Talking Nouns I

Language development

◆◆◆◆◆◆◆◆ 80 FINAL RATING
◆◆◆◆◆◆◆◆◆ 95 User Friendliness
◆◆◆◆◆◆◆◆ 87 Educational Value
◆◆◆◆◆◆ 65 Instructional Design



Laureate Learning Systems
1987
$130.00
Ages 2½-up
Apple (128K), IBM
LA/5,8 CL/1,2

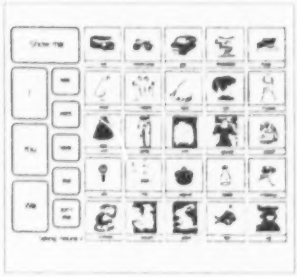
Four activities include picture matching, picture identification, nouns by category, and interactive communication. During interactive communication, child presses a picture on an overlay for the TouchWindow or PowerPad (one is required) to hear its name in a clear voice (Echo synthesizer required). Other words allow creation of simple sentences, such as "See the bus." Fifty nouns are available. Recommended for nonverbal children. Adult setup available.

BEST COPY AVAILABLE

Talking Nouns II

Language development

◆◆◆◆◆◆◆◆ 80 FINAL RATING
◆◆◆◆◆◆◆◆◆ 95 User Friendliness
◆◆◆◆◆◆◆◆ 87 Educational Value
◆◆◆◆◆◆ 65 Instructional Design



Laureate Learning Systems
1987
$115.00
Ages 2.5-up
Apple (128K), IBM
LA/5,8 CL/1,2

Same as *Talking Nouns I*. Provides 50 additional nouns.

Talking Numbers

Counting

◆◆◆◆ 41 FINAL RATING
◆◆◆◆ 46 User Friendliness
◆◆◆◆ 49 Educational Value
◆◆◆ 33 Instructional Design

Orange Cherry Software
1988
$59.00
Ages 5-7
IIGS (one 3.5" disk)
NB/4,8

Four activities on one disk: (1) Child presses any number key to see and hear the number. (2) Child hears a number and must press its key. (3) Child hears and sees the computer count. (4) Child sees and hears number and must click mouse on the correct answer. Very limited content. Some reading required.

Talking Reading Railroad

Consonant and vowel sounds

◆◆◆◆◆ 54 FINAL RATING
◆◆◆◆◆◆ 63 User Friendliness
◆◆◆◆◆◆ 68 Educational Value
◆◆◆◆ 40 Instructional Design

Orange Cherry Software
1989
$59.00
Ages 5-9
IIGS (3.5")
LA/4,5,6,8

Two disks with four activities: (1) Child uses a mouse to match words with vowel sounds. (2) Child unscrambles a five-word sentence. (3) Child completes sentences by choosing one of three words. (4) Child hears the parts of a locomotive identified as mouse clicks on them. Limited content, same with each use. Requires "midstream" change of disk.

Talking School Bus

Directions, counting, animal sounds, and colors

◆◆◆◆◆◆◆ 77 FINAL RATING
◆◆◆◆◆◆◆◆ 82 User Friendliness
◆◆◆◆◆◆◆◆ 82 Educational Value
◆◆◆◆◆◆ 68 Instructional Design

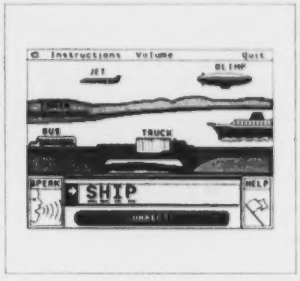
Orange Cherry Software
1989
$59.00
Ages 5-8
IIGS*, IBM
SP/7 NB/3 CL/2

Consists of four simple activities on two disks. Bus Route—clicking mouse on directions moves a bus and picks up 4 children. At the Aquarium—a set of 1 to 10 fish are shown and counted by clicking on a number line. Farmer's Market—produce items are found and colored in. On the Farm—animals are matched with their sounds. Clear speech, sounds, and graphics. Limited content.

Talking Speller

Spelling of 42 common words

◆◆◆◆◆◆ 64 FINAL RATING
◆◆◆◆◆◆ 63 User Friendliness
◆◆◆◆◆◆◆ 75 Educational Value
◆◆◆◆◆ 56 Instructional Design



Orange Cherry Software
1989
$59.00
Ages 5-8
IIGS (3.5")
LA/6

Consists of six scenes based on travel, clothing, or the outdoors. In each, a child types a word, such as "train," to make a train appear in a scene. Letter hints are provided if needed. Also has a word-scramble activity where child sees a mixed-up word and uses the mouse to unscramble the letters. Combines great graphics and speech with poor design.

Talking Textwriter

Exploration of written language

◆◆◆◆◆◆◆ 75 FINAL RATING
◆◆◆◆◆ 59 User Friendliness
◆◆◆◆◆◆◆◆◆ 92 Educational Value
◆◆◆◆◆◆◆ 78 Instructional Design

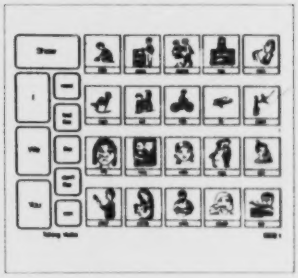
Scholastic Software, Inc.
1986
$159.95
Ages 3-9
Apple* (128K), IIGS, IBM
LA/3,4,5,6,7,9 CP/4 OT/4

A large-print word processor that says letters, words, or sentences as they are typed. Requires Echo speech synthesizer ($50 extra). Stories can be saved and printed. Requires adult setup. Comes on two disks. Apple IIGS and IBM versions do not require the Echo.

Talking Verbs

Language development

◆◆◆◆◆◆◆◆ 80 FINAL RATING
◆◆◆◆◆◆◆◆◆ 95 User Friendliness
◆◆◆◆◆◆◆◆ 87 Educational Value
◆◆◆◆◆◆ 65 Instructional Design



Laureate Learning Systems
1987
$130.00
Ages 2½-up
Apple (128K), IBM
LA/5,8 CL/1,2

Three activities include picture matching, picture identification, and interactive communication. During interactive communication child presses a verb picture (such as crying or talking) on an overlay for the PowerPad or TouchWindow (one is required) to hear the word (Echo synthesizer required) and see animation. Forty verbs and key-phrase words included. Adult setup required. Recommended for nonverbal children.

Ted Bear Games

Memory practice

◆◆◆◆◆◆◆◆ 83 FINAL RATING
◆◆◆◆◆◆◆◆ 82 User Friendliness
◆◆◆◆◆◆◆◆◆ 92 Educational Value
◆◆◆◆◆◆◆ 79 Instructional Design

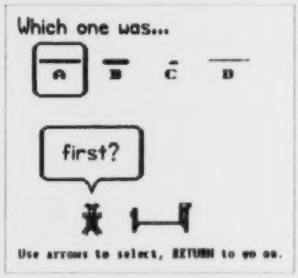
Baudville
1985
$29.95
Ages 4-up
Apple*, C64, Atari, Mac
OT/1 CL/1,2

Contains three card games on one disk: Concentration, Old Maid, and Go Fish. Child uses mouse, joystick, arrow keys, or Koala Pad to move cards. Three difficulty levels offer a range in content. Well designed. Offers good level of child-control. Up to three players can play against the computer.

Teddy and Iggy

Sequential memory practice

◆◆◆◆◆◆◆ 78 FINAL RATING
◆◆◆◆◆◆ 67 User Friendliness
◆◆◆◆◆◆◆◆◆ 91 Educational Value
◆◆◆◆◆◆◆ 79 Instructional Design



Sunburst Communications, Inc.
1987
$65.00
Ages 6-8
Apple*, IBM
CL/1 OT/1

Three activities on one disk. Child must re-create order in which Teddy made his bed (recalling which color of sheet went on first), recall sequence in which several objects were flashed, or recall the order in which several boxes were opened. Uses keyboard, Muppet keyboard, or TouchWindow. Requires reading, color monitor.

Teddy Bear-rels of Fun

Creating pictures, graphics, and stories

◆◆◆◆◆ 56 FINAL RATING
◆◆◆ 37 User Friendliness
◆◆◆◆◆◆◆ 74 Educational Value
◆◆◆◆◆◆ 62 Instructional Design

DLM
1987
$39.95
Ages 5-up
Apple*, C64
CP/1,4 LA/3 SP/2

Child uses spacebar, RETURN, and arrow keys to create scenes with teddy bears. Includes over 200 pictures, backgrounds, and props that a child can arrange on the screen. Rather complex menus (a child must type CONTROL-C to go back) are better-suited to older children. Work can be saved or printed in color.

Teddy Bears Counting Fun

Counting skills

◆◆◆ 32 FINAL RATING
◆◆◆◆ 45 User Friendliness
◆◆◆ 30 Educational Value
◆◆ 27 Instructional Design

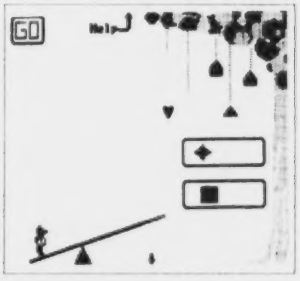
Micro-Learningware
1981
$30.00
Ages 3-6
Apple
NB/3

Presents nine scenes in which child counts bears (a random number from 1–9 appears), "reads" poem, and inputs number. Blocky graphics are hard to understand. Very limited content. Not recommended.

Teddy's Playground

Practice with color and shape attributes

◆◆◆◆◆◆◆◆ 80 FINAL RATING
◆◆◆◆◆◆◆◆ 81 User Friendliness
◆◆◆◆◆◆◆◆ 88 Educational Value
◆◆◆◆◆◆◆ 75 Instructional Design



Sunburst Communications, Inc.
1985
$65.00
Ages 5-9
Apple
CL/2

Child uses joystick, mouse, or arrow keys to move freely around three main areas of Teddy's playground to arrange pieces by shape, color, or shading. Includes supplementary materials. Similar in design to *Gertrude's Secrets*. Color monitor required.

Telling Time

Clock practice

◆◆◆ 34 FINAL RATING
◆◆◆ 31 User Friendliness
◆◆◆ 31 Educational Value
◆◆◆ 37 Instructional Design

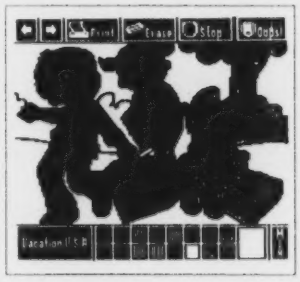
Orange Cherry Software
1984
$39.00
Ages 5-9
Apple*, C64, TRS 80, IBM, Atari, PET
TI/9

Provides practice with clock-reading skills. Multiple-choice questions are presented concerning the time shown on a rough clock. Child enters answer by typing letter. Reading required. A better clock-reading program is in *Learning About Numbers* by C&C Software.

This Land Is Your Land

Coloring pictures

◆◆◆◆◆◆◆◆ 80 FINAL RATING
◆◆◆◆◆◆◆ 79 User Friendliness
◆◆◆◆◆◆◆ 73 Educational Value
◆◆◆◆◆◆◆◆ 84 Instructional Design



Merit Software
1986
$14.95
Ages 3-up
Apple* (128K), IBM, C64
CP/1,4 SP/4

A coloring program with 30 blank scenes of the United States on one disk. Child moves cursor with mouse, joystick, or arrow keys to fill in sections of a picture with 1 of 16 available colors. Prints in color. Mouse and color monitor recommended. Very easy to use. Prints picture with calendar.

Three Little Pigs, The

Creative writing

◆◆◆◆◆◆◆◆ 89 FINAL RATING
◆◆◆◆◆◆◆◆ 84 User Friendliness
◆◆◆◆◆◆◆◆◆ 92 Educational Value
◆◆◆◆◆◆◆◆◆ 93 Instructional Design

William K. Bradford Publishing
1989
$75.00
Ages 5-up
Apple*, IBM
LA/3,8,9 NB/3 SP/1,2,4,7 CP/1,4

Contains three parts: Story Teller—child reads through the story. Story Maker—child creates own story scenes, using animated objects or own text. Activities—contains story-starters, a tool hunt, a house-building activity, and a puppet kit. Mouse recommended. Good design, graphics. No sound. Can print in color with an Imagewriter II printer. Some reading required.

Three Little Pigs, The: Explore-a-Story Plus

Exploring stories, creating printed products

◆◆◆◆◆◆◆◆ 83 FINAL RATING
◆◆◆◆◆◆◆ 72 User Friendliness
◆◆◆◆◆◆◆◆ 89 Educational Value
◆◆◆◆◆◆◆◆ 89 Instructional Design

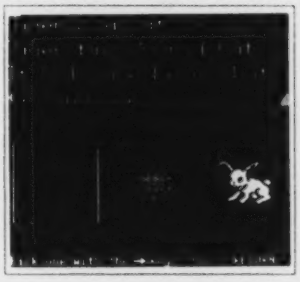
William K. Bradford Publishing
1992
$75.00
Ages 5-12
Mac (color, HD)
LA/3,9 CP/4 SP/7

A flannel-board-like activity that allows child to navigate throughout a story by clicking on arrow icons. Items in each scene can be easily rearranged, replicated, or deleted; new ones can be added. Text can be added at any point, simply by typing. Text windows can also be added. No sound is used. Contains several activities such as story-starters, matching, or building. Clever design. Work can be printed or saved. Young children will need help with file access/saving.

Tiger's Tales

Reading & vocabulary comprehension

◆◆◆◆◆◆◆◆ 80 FINAL RATING
◆◆◆◆◆◆ 66 User Friendliness
◆◆◆◆◆◆◆◆◆◆ 94 Educational Value
◆◆◆◆◆◆◆◆ 83 Instructional Design



Sunburst Communications, Inc.
1986
$65.00
Ages 5-7
Apple
LA/5,8

Five interactive stories in which child selects pictures related to the story. Includes a picture/word matching activity. Large, easy-to-read letters. Supplementary worksheets and activities are included. Can be used with Muppet Learning Keys. Reading required.

Time Master

Clock practice

◆◆ 25 FINAL RATING
◆◆ 28 User Friendliness
◆◆◆ 38 Educational Value
◆ 16 Instructional Design

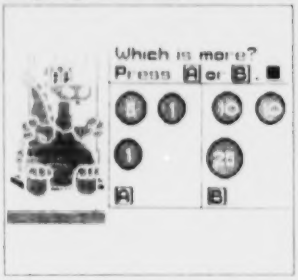
Micro Power & Light Company
1980
$29.95
Ages 5-7
Apple
TI/9

Child must be able to read "set hand to half past seven" to use this program. Hands are moved with arrow keys. Choices are hours, half hours, quarter hours, minutes, or start and set the clock. Poor design. Not recommended.

Time & Money Adventures of Lollipop Dragon

Practice with units of time and money

◆◆◆◆◆◆ 61 FINAL RATING
◆◆◆◆◆ 53 User Friendliness
◆◆◆◆◆◆◆◆ 80 Educational Value
◆◆◆◆◆ 54 Instructional Design



SVE, Inc.
1992
$29.95
Ages 6-up
Apple, IBM*
TI/9 NB/3

Two disks, each with three straightforward activities. On the money disk child counts change and types answer, determines the greater amount of two sets of coins, and types answers to money subtraction word problems. The time disk contains activities in which child uses arrow keys to set the hands of a clock to the hour (illustrated with a number line) or minute (to the closest 5 minutes). Enables adults to keep limited records. Useful for straight practice. Menu requires reading.

Tommy the Time Turtle

Reading conventional clocks

◆◆◆ 38 FINAL RATING
◆◆◆◆ 47 User Friendliness
◆◆◆◆ 49 Educational Value
◆◆ 25 Instructional Design

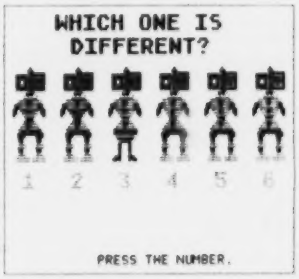
Heartsoft Software
1991
$39.95
Ages 5-9
IBM*, Apple
TI/9

Consists of five, slow-moving sequential tutorials on how to read the hands of a clock for the following time units: one hour, 1/2 hour, 15 minutes, 5 minutes, and 1 minute. After the tutorial, ten multiple-choice problems are given. Rigid structure allows little child-control; menu requires reading. No adult management options. Not recommended.

Tonk in the Land of Buddy-Bots

Problem solving

◆◆◆◆◆ 56 FINAL RATING
◆◆◆◆◆ 54 User Friendliness
◆◆◆◆◆◆ 66 Educational Value
◆◆◆◆ 49 Instructional Design



Mindscape, Inc.
1984
$29.95
Ages 4-8
Apple*, C64, IBM
SP/1,5,7 OT/1

Child uses joystick or arrow keys to move "Tonk" through a 65-screen landscape filled with robot parts, sky holes, and enemy soldiers. Along the way, Tonk can stop to play one of six games on memory, matching, and spatial relations. Joystick use is optional.

Touch & Write

Printing practice

◆◆◆◆◆◆◆◆ 81 FINAL RATING
◆◆◆◆◆◆◆◆ 89 User Friendliness
◆◆◆◆◆◆◆◆ 87 Educational Value
◆◆◆◆◆◆◆ 72 Instructional Design

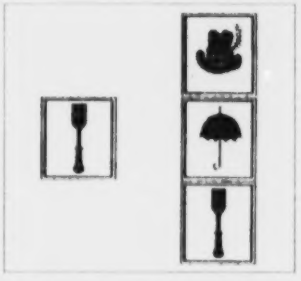
Sunburst Communications, Inc.
1986
$75.00
Ages 5-7
Apple
LA/4,5

Child touches screen (TouchWindow required) to make letters. Contains 4 stroke lessons and 19 letter lessons, based on the Palmer Manuscript style. Allows flexibility in design. Child can practice strokes, letters, or words. Work can be printed. D'Nealian version available.

Touch and Match

Classification

◆◆◆◆◆◆ 65 FINAL RATING
◆◆◆◆◆◆ 62 User Friendliness
◆◆◆◆◆◆◆ 78 Educational Value
◆◆◆◆◆ 59 Instructional Design



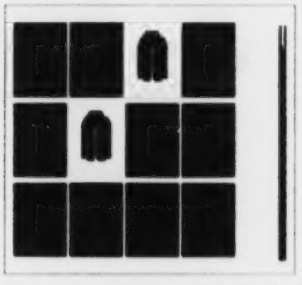
Edmark Corporation
1986
$29.95
Ages 3-6
Apple
CL/2,4

Child needs only touch the screen (TouchWindow required) to identify identical, associated, or different pictures among four that are shown. Menu requires reading. Some setup required by adult. Clear but limited graphics. Easy for a child to use.

Touch and See

Memory skills

◆◆◆◆◆◆ 61 FINAL RATING
◆◆◆◆◆ 59 User Friendliness
◆◆◆◆◆◆◆◆ 80 Educational Value
◆◆◆◆ 49 Instructional Design



Edmark Corporation
1986
$39.95
Ages 4-7
Apple
OT/1 CL/2

A memory game in which children match 6 pairs of shapes, letters, pictures, or words hidden in 12 boxes. Timer shows time limit. Child touches screen to make matches. TouchWindow required. Written menus.

Toybox

Exploration of the computer

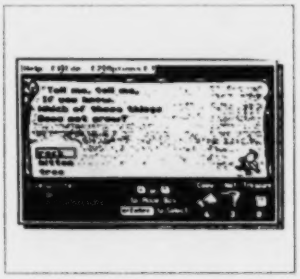
◆◆◆◆◆ 56 FINAL RATING
◆◆◆◆◆ 56 User Friendliness
◆◆◆◆◆◆◆ 72 Educational Value
◆◆◆◆◆◆ 64 Instructional Design

S.D.L.
1986
$10.00
Ages ½-up
C64*, Apple (128K), IBM
TI/1 CP/1,2,4

Each keystroke puts a different shape, color, or special effect on the screen in a random position. Effects accumulate on the screen, creating a composition that can be saved on the disk. Extremely easy to use.

Treasure Mountain

Reading, thinking, math, and science skills



◆◆◆◆◆◆◆◆ 82 FINAL RATING
◆◆◆◆◆◆◆◆ 81 User Friendliness
◆◆◆◆◆◆◆◆ 84 Educational Value
◆◆◆◆◆◆◆◆ 80 Instructional Design

The Learning Company
1991
$37.99
Ages 5-9
IBM (CGA, VGA)
CL/1,2,3 LA/6,7,10 NB/7 SE/1 OT/1

Child uses mouse or arrows to move through a maze of mountain paths. Along the way, hidden items can be discovered by following clues and carefully answering one of more than 350 multiple-choice word problems. Game and question difficulty increase as more treasures are discovered. Records can be saved, allowing many children to maintain ongoing games. Effectively combines good content with an engaging format.

Treehouse, The

Math skills, language, animals, music, and more

◆◆◆◆◆◆◆◆◆ 92 FINAL RATING
◆◆◆◆◆◆◆◆ 86 User Friendliness
◆◆◆◆◆◆◆◆◆ 98 Educational Value
◆◆◆◆◆◆◆◆◆ 92 Instructional Design

Broderbund Software
1991
$69.95
Ages 6-10
IBM* (VGA, hard disk, speech device), Apple, Mac
LA/8,9 TI/9 NB/1,3,5,7,8 CL/2 CP/1-4 SP/6,7 SE/1

Child uses mouse (recommended), joystick, or arrows to explore a treehouse containing toys, animals, and six activities. Clicking on an object causes action or launches an activity. Primary activities: sentence order, music creation and pitch, money and base ten, animal facts, and habitats. Includes 25 other entertaining objects. Clear speech (separate device required) and graphics. Excellent design is rich in content and holds children's interest. Uses copy protection puzzle every fifth startup.

Tuk Goes to Town

Spelling and vocabulary development

◆◆◆◆ 41 FINAL RATING
◆◆◆◆ 44 User Friendliness
◆◆◆◆◆ 59 Educational Value
◆◆ 29 Instructional Design

Mindscape, Inc.
1984
$19.95
Ages 4-8
Apple
LA/4,5,11 SP/4

Seven games on one disk designed to give practice in unscrambling or matching shapes or letters. Games take place in an interactive story that features Tuk on his way to town. Some instructions are confusing; menu requires reading. Games are not appropriate for younger children.

Vocabulary Skillbuilder Series

Vocabulary development

◆◆◆◆◆◆◆◆ 82 FINAL RATING
◆◆◆◆◆◆◆◆◆ 94 User Friendliness
◆◆◆◆◆◆◆ 71 Educational Value
◆◆◆◆◆◆◆ 76 Instructional Design

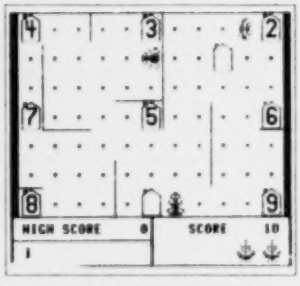
Edmark Corporation
1990
$189.95
Ages 3-6
Apple
LA/1

By touching screen (if used with TouchWindow) or selecting picture with arrow keys or single switch, child can hear name of a familiar object in a clear voice (Echo speech synthesizer required). The series contains 600 words on 8 disks, covering such common topics as body parts, animals, food, toys, people, and school. Content can be altered with the Edmark LessonMaker.

Webster's Numbers

Basic math concepts

◆◆◆◆◆◆ 67 FINAL RATING
◆◆◆◆◆ 56 User Friendliness
◆◆◆◆◆◆◆◆ 86 Educational Value
◆◆◆◆◆◆ 65 Instructional Design



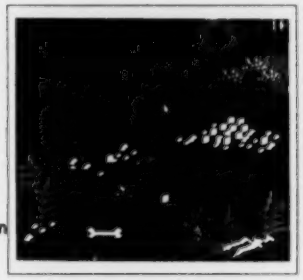
Compton's New Media
1983
$39.95
Ages 4-8
Apple*, C64
NB/3,4 SP/1,2,4

Four games: Ribbet—child moves through maze to catch numerals 1-9 in order. Balloon Race—child steers balloons to numerals to match a set. Shape Up—child moves shapes to match a model. Pushover—child unscrambles number blocks. Joystick or paddles required.

What Makes a Dinosaur Sore?

Language experience

◆◆◆◆◆◆◆◆ 89 FINAL RATING
◆◆◆◆◆◆◆◆ 85 User Friendliness
◆◆◆◆◆◆◆◆◆ 94 Educational Value
◆◆◆◆◆◆◆◆◆ 91 Instructional Design



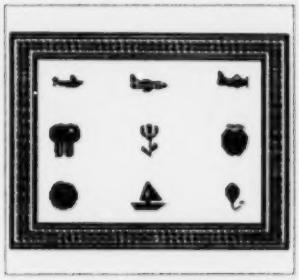
D. C. Heath & Company
1988
$75.00
Ages 5-10
Apple
LA/2,3,5,9 CP/4 SP/4,7

Children use mouse, Koala Pad, joystick, or arrow keys to select or move objects, backgrounds, words, or characters of a story. They can also add their own words. Resulting stories can be saved and printed in color. Includes four copies of the storybook. Good design. Fun to use. Part of the Explore-a-Story Series.

What's in a Frame?

Memory practice by context clues

◆◆◆◆◆◆◆◆ 81 FINAL RATING
◆◆◆◆◆◆ 67 User Friendliness
◆◆◆◆◆◆◆◆◆ 91 Educational Value
◆◆◆◆◆◆◆◆ 88 Instructional Design



Sunburst Communications, Inc.
1987
$65.00
Ages 5-11
Apple*, IBM
OT/1 CL/1,4

Two activities. Did You See This?—frame shows several objects for a timed period. Then one object at a time is shown, and child must decide if it was in the original frame. What's in a Frame?—from given objects, child marks ones that were in an original frame. Keeps records. TouchWindow optional.

What's Next

Sequencing skills

◆◆◆◆◆◆◆ 74 FINAL RATING
◆◆◆◆◆◆ 69 User Friendliness
◆◆◆◆◆◆◆◆◆ 94 Educational Value
◆◆◆◆◆◆ 65 Instructional Design

Strawberry Hill Software
1985
$55.00
Ages 3-14
Apple*, C64
SE/1,2 CL/1,2 NB/1

Child sees a series of shapes or objects and must select which piece comes next in the series. There are eight levels of difficulty. Includes a "U-Design-It" feature that allows the design of custom patterns that can be saved. Offers a variety of sequences and objects.

Wheels on the Bus

Cause and effect

◆◆◆◆◆◆◆ 75 FINAL RATING
◆◆◆◆◆◆◆◆ 82 User Friendliness
◆◆◆◆◆◆ 68 Educational Value
◆◆◆◆◆◆◆ 74 Instructional Design

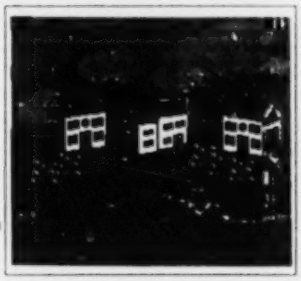
UCLA Intervention Program
1988
$25.00
Ages 3-6
Apple
TI/1,2

Child touches pictures on the PowerPad or TouchWindow that illustrate the song "Wheels on the Bus," hears verses of the song (Echo speech synthesizer required), and sees them animated on the screen. Easy to use. Designed for use in special education settings. UCLA sells 37 similar programs covering different themes.

Where Did My Toothbrush Go?

Language experience

◆◆◆◆◆◆◆◆ 89 FINAL RATING
◆◆◆◆◆◆◆◆ 85 User Friendliness
◆◆◆◆◆◆◆◆◆ 94 Educational Value
◆◆◆◆◆◆◆◆◆ 91 Instructional Design



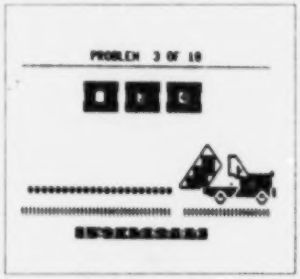
D. C. Heath & Company
1988
$75.00
Ages 5-10
Apple
LA/2,3,5,9 CP/4 SP/4,7

Children use mouse, Koala Pad, joystick, or arrow keys to select or move objects, backgrounds, words, or characters of a story. Children can also add their own words. Resulting stories can be saved and printed in color. Includes four copies of the storybook. Good design. Fun to use.

Which Number Is Missing?

Number order

◆◆◆◆◆ 59 FINAL RATING
◆◆◆◆◆◆ 61 User Friendliness
◆◆◆◆◆◆ 63 Educational Value
◆◆◆◆◆ 55 Instructional Design



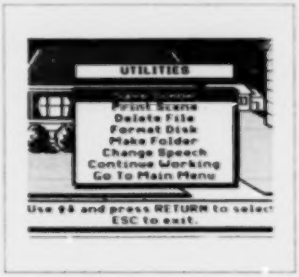
MicroED, Inc.
1984
$7.99
Ages 5-6
Apple*, IBM, C64
NB/2

A simple program in which a child types a number to complete a random three-number sequence between 0 and 99. Correct answers cause a truck to drive across the screen. Keeps track of number of problems missed and the time spent on each problem. Limited content. Dry presentation. Menu requires reading.

Whole Neighborhood, The

A graphics program with text-writing feature

◆◆◆◆◆◆ 69 FINAL RATING
◆◆◆◆ 46 User Friendliness
◆◆◆◆◆◆◆◆ 83 Educational Value
◆◆◆◆◆◆◆◆ 81 Instructional Design



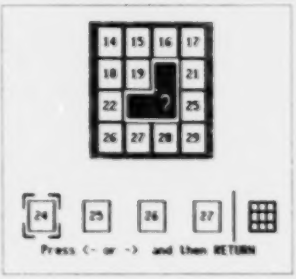
Queue, Inc.
1991
$49.95
Ages 6-13
Apple*, IBM
CP/4 LA/3,6,9 SP/2,5

Child selects from a variety of clip art (e.g., stores, workers, people, objects) to create town scenes that can be saved or printed in color. Words can be added and spoken on Echo synthesizer (optional). Our five-year-olds liked the graphics but needed help to use the program. Pages can be printed in seven sizes.

Winker's World of Numbers

Patterns in sequences of numbers

◆◆◆◆◆◆◆◆ 82 FINAL RATING
◆◆◆◆◆◆◆ 73 User Friendliness
◆◆◆◆◆◆◆◆◆◆ 92 Educational Value
◆◆◆◆◆◆◆◆ 82 Instructional Design



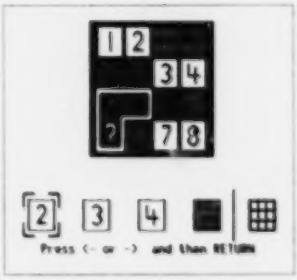
Wings for Learning
1989
$65.00
Ages 6-up
Apple
NB/3,8 OT/1

As Winker moves around a grid, numbers appear in the boxes of the grid, revealing parts of a number pattern. Child can stop Winker when ready to identify the pattern by guessing numbers in other boxes. Three difficulty levels offer a range of challenges. Picture menu is easy to use.

Winker's World of Patterns

Inferring and recognizing patterns

◆◆◆◆◆◆◆◆ 82 FINAL RATING
◆◆◆◆◆◆◆ 73 User Friendliness
◆◆◆◆◆◆◆◆◆◆ 92 Educational Value
◆◆◆◆◆◆◆◆ 82 Instructional Design



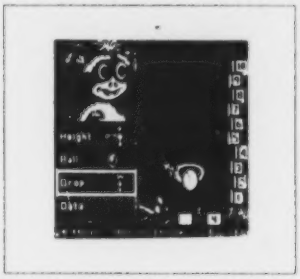
Wings for Learning
1989
$65.00
Ages 4-up
Apple
CL/2 SE/3 NB/4 LA/4 OT/1

As Winker moves around a grid, colors, numbers, or letters appear in the boxes of a grid, revealing parts of a pattern. Child can stop Winker when ready to identify the pattern by guessing the colors, numbers, or letters in other boxes. Three difficulty levels. Picture menu is easy to use. Color monitor required.

Woolly Bounce

Force and motion

◆◆◆◆◆◆◆◆ 83 FINAL RATING
◆◆◆◆◆◆◆ 70 User Friendliness
◆◆◆◆◆◆◆◆◆ 92 Educational Value
◆◆◆◆◆◆◆◆ 87 Instructional Design



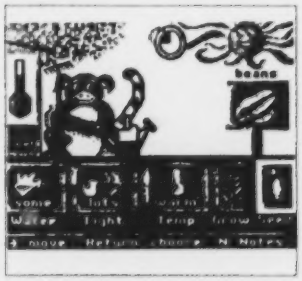
MECC
1991
$59.00
Ages 5-7
Apple
CL/1 TI/2,3 SE/1

A simple physics simulation involving influences on bouncing balls. The first activity allows free experimentation with variables of height, type of ball (e.g., bowling or tennis), and floor surface. In the second activity, a child must match a bounce by selecting the correct variables. Contains 15 kinds of balls and 2 types of surfaces. Graphs of information can be printed. Keeps records for each child.

Woolly's Garden

Knowledge of plants, regulation of variables

◆◆◆◆◆◆◆◆ 84 FINAL RATING
◆◆◆◆◆◆◆ 74 User Friendliness
◆◆◆◆◆◆◆◆◆ 94 Educational Value
◆◆◆◆◆◆◆◆ 85 Instructional Design



MECC
1992
$59.00
Ages 5-7
Apple
CL/4,5 SE/1 OT/5

Clever simulation program puts child in the role of a gardener, with control over 12 kinds of seeds and three variables—amounts of water and sun (little, some, lots) and temperature (cool, warm, hot). Once a seed is selected, the correct combination of variables must be selected for the plant to produce the maximum amount of harvest (shown in bushels). Management options allow adult record keeping for up to 75 students, as well as control over the difficulty of each activity.

Word Factory

Word discrimination

◆◆ 22 FINAL RATING
◆◆ 25 User Friendliness
◆◆ 26 Educational Value
◆ 12 Instructional Design

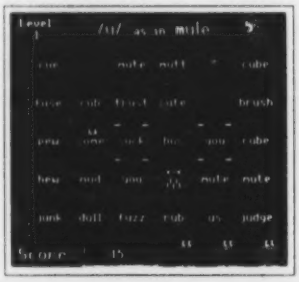
Island Software
1983
$25.00
Ages 3-6
Apple
CL/2

Child uses < or > keys to discriminate between matching words. Leaves child with little control. Limited in content. Poor design. Not recommended.

Word Munchers

Vowel-sound discrimination

◆◆◆◆◆◆◆◆ 80 FINAL RATING
◆◆◆◆◆◆◆◆ 77 User Friendliness
◆◆◆◆◆◆◆◆◆ 92 Educational Value
◆◆◆◆◆◆◆◆ 73 Instructional Design



MECC
1985
$29.95
Ages 6-10
Apple*, IBM, Mac
LA/6,7

An enjoyable game in which child earns points by using arrow keys or joystick to move a creature around a grid of 30 word boxes in search of words containing a specific vowel sound (e.g., the vowel sound in "moon"). Game gets progressively harder. Teacher options allow control over which of 20 sounds are presented. A good way to practice with vowel sounds.

Word Processing for Kids

Word processing

◆◆◆◆◆◆◆ 78 FINAL RATING
◆◆◆◆◆◆◆ 70 User Friendliness
◆◆◆◆◆◆◆◆ 88 Educational Value
◆◆◆◆◆◆◆ 79 Instructional Design

PC-SIG, Mobius Corporation
1984
Shareware or see *KidWare 2*
Ages 3-5
IBM
LA/3

A simple 20- or 40-column word processor. A picture menu makes it easy for a child to create stories quickly. Text has a somewhat blocky appearance. Does not have speech capacity. Stories can be saved or printed. See *KidWare 2* for pricing information. Contact Sydney Nolte, 13838 Peyton Drive, Dallas, TX for Shareware information.

Words

Letter disc., word experiences

◆◆◆◆◆◆ 61 FINAL RATING
◆◆◆◆ 49 User Friendliness
◆◆◆◆◆◆◆◆ 88 Educational Value
◆◆◆◆◆ 57 Instructional Design

Lawrence Hall of Science
1984
$34.95
Ages 4-6
Apple
LA/4,5,8

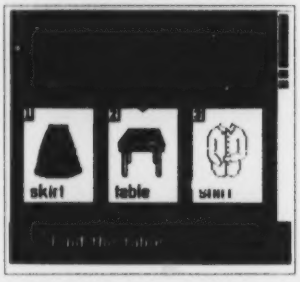
Presents three games, two on letter recognition and one on simple sentence structure. Kindergarten children were able to use the Funny Letters and Words activity. Activities effectively focus on the attributes of letters. Best for five-year-olds. Some reading used, e.g., "Press RETURN."

Words & Concepts

Vocabulary training

◆◆◆◆◆◆◆◆ 80 FINAL RATING
◆◆◆◆◆◆◆◆◆ 97 User Friendliness
◆◆◆◆◆◆◆◆ 86 Educational Value
◆◆◆◆◆◆ 69 Instructional Design

Laureate Learning Systems
1987
$200.00
Ages 3-adult
Apple
LA/5,8 CL/1,2,4



Shows three objects—using a TouchWindow, single switch, or number keys, a child responds to questions asked through an Echo speech synthesizer. Provides practice identifying, categorizing, associating, and discriminating 40 common nouns. Designed for children or adults who need training in vocabulary. Teacher setup allows much control over presentation. Keeps records.

Words & Concepts II

Vocabulary training

◆◆◆◆◆◆◆◆ 80 FINAL RATING
◆◆◆◆◆◆◆◆◆ 97 User Friendliness
◆◆◆◆◆◆◆◆ 86 Educational Value
◆◆◆◆◆◆ 69 Instructional Design

Laureate Learning Systems
1988
$200.00
Ages 3-adult
Apple
LA/5,8 CL/1,2,4

Same as *Words & Concepts*. Provides 40 additional nouns.

Words & Concepts III

Vocabulary training

◆◆◆◆◆◆◆◆ 80 FINAL RATING
◆◆◆◆◆◆◆◆◆ 97 User Friendliness
◆◆◆◆◆◆◆◆ 86 Educational Value
◆◆◆◆◆◆ 69 Instructional Design

Laureate Learning Systems
1988
$200.00
Ages 3-adult
Apple
LA/5,8 CL/1,2,4

Same as *Words & Concepts* and *Words & Concepts II*. Provides 40 additional nouns.

Working With Days and Months

Order of the days and months

◆◆◆◆◆◆ 63 FINAL RATING
◆◆◆◆◆◆ 63 User Friendliness
◆◆◆◆◆◆ 64 Educational Value
◆◆◆◆◆◆ 60 Instructional Design

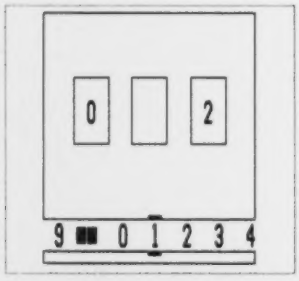
S.R.A.
1985
$49.95
Ages 5-8
Apple
TI/9

Four activities on one disk. Child uses arrows and RETURN to select a day or month and see an associated picture (e.g., a kite for May), or to complete a short, three-day or three-month sequence. Record-keeping system keeps track of progress. Menu requires reading but is easy to use. Dry presentation. Includes worksheets.

Working With Numbers

Counting and numerical order

◆◆◆◆◆◆ 63 FINAL RATING
◆◆◆◆◆◆ 63 User Friendliness
◆◆◆◆◆◆ 64 Educational Value
◆◆◆◆◆◆ 60 Instructional Design



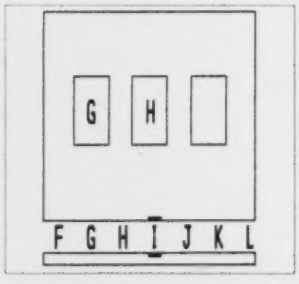
S.R.A.
1985
$49.95
Ages 5-8
Apple
NB/3,4

Four activities on one disk. Child uses arrows and RETURN to select a number and see an associated set, or to complete a short, three-number sequence. Some record keeping. Menu requires reading but is easy to use. Includes worksheets. Dry presentation.

Working With the Alphabet

Alphabetical order and letter recognition

◆◆◆◆◆◆ 63 FINAL RATING
◆◆◆◆◆◆ 63 User Friendliness
◆◆◆◆◆◆ 64 Educational Value
◆◆◆◆◆◆ 60 Instructional Design



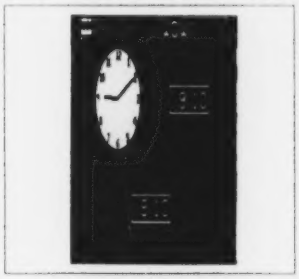
S.R.A.
1985
$49.95
Ages 5-8
Apple
LA/4 CL/2

Four activities on one disk. Child uses arrows and RETURN to select a letter and see an associated picture (e.g., a ball for "b"), or to complete a short, three-letter alphabetical sequence. Can be set for upper/lower case. Some record keeping. Menu requires reading but is easy to use. Includes worksheets.

Working With Time

Matching clock faces

◆◆◆◆◆◆ 63 FINAL RATING
◆◆◆◆◆◆ 63 User Friendliness
◆◆◆◆◆◆ 64 Educational Value
◆◆◆◆◆◆ 60 Instructional Design



S.R.A.
1985
$49.95
Ages 5-8
Apple
TI/9

Three activities on one disk. Child uses arrows and RETURN to freely move the hands of a clock or to set hands to match the time shown on a digital or analog clock. Structured lessons have four steps: demonstration, practice, testing, and worksheets (included). Keeps record of progress. Menu requires reading. Dry presentation.

Write On: Primary Level

Writing

Not rated

Humanities Software
1988
$79.00 per disk
Ages 5-8
Apple*, IBM, Mac
LA/9 CP/4

Consists of 26 data disks compatible with any of 16 major word-processing programs (e.g., AppleWorks, Magic Slate, Microsoft Word). Disks consist of story-starters, rhyming activities, cloze activities, poems, journals, forms, sentence-starters, chants, couplets, and songs. Items typed by child can be saved or printed.

Writing to Read 2.0

Reading skills

◆◆◆◆ 45 FINAL RATING
◆◆◆ 32 User Friendliness
◆◆◆◆◆◆◆ 74 Educational Value
◆◆◆◆ 41 Instructional Design

EduQuest
1982
$791.00
Ages 5-6
IBM
LA/4,5,6

A 14-disk computer-based curriculum designed to teach reading skills through writing, using phonetic spelling. Computers are only one component. Each disk covers three words. Child hears letter or word and must type. Speech synthesizer required. Available in Spanish. Ratings apply only to software.

Wunder Book

Matching, letter recognition, language practice

◆◆◆◆◆◆◆◆ 80 FINAL RATING
◆◆◆◆◆◆◆◆ 85 User Friendliness
◆◆◆◆◆◆◆◆ 88 Educational Value
◆◆◆◆◆◆◆ 71 Instructional Design

Software Excitement!
1991
Shareware
Ages 3-10
IBM (VGA)
CL/2,4 LA/4,5

Child uses mouse or keyboard to (1) select identical objects in a set of four, (2) select objects that are different, (3) type in the name of an object (e.g., "cat") with clues, and (4) type in the name of a pictured object without clues. The last two activities can be done in French, German, Spanish, or English for children/adults learning a language. Forty objects are available. Design promotes child-control.

Young Math

Addition & subtraction equations, patterns

◆◆◆◆◆◆◆ 75 FINAL RATING
◆◆◆◆◆◆ 68 User Friendliness
◆◆◆◆◆◆◆◆◆ 94 Educational Value
◆◆◆◆◆◆ 69 Instructional Design

Stone & Associates
1986
$39.95
Ages 4-8
IBM*, Atari ST
NB/3,4,7,8 SE/2 SP/1

Four well-designed activities: Equations—child enters answer for equation to see answer animated. Construction—child sees equation and types answer to build a scene. Freight Depot—child uses arrow keys or joystick to load answers onto truck. Patterns—child selects next pattern element. Adult menu offers control over content.

Zug's Adventures on Eco-Island

Ecology facts

◆◆◆◆◆ 59 FINAL RATING
◆◆◆◆◆◆◆◆ 81 User Friendliness
◆◆◆◆ 49 Educational Value
◆◆◆◆◆◆ 63 Instructional Design

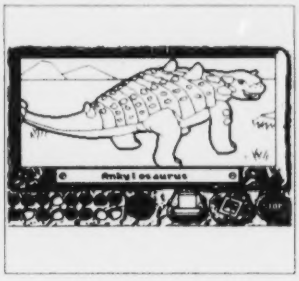
First Byte, Inc.
1991
$39.95
Ages 4-9
Mac, IBM* (VGA, hard disk, speechcard, mouse)
SP/7 OT/5

Child uses mouse or arrow keys to move through an island, finding trash and listening to characters who share ecology tips along the way. When trash is correctly sorted in recycling bins, points are earned. Some reading required. Younger children (ages 4-5) will need help. Some of the cartoonish graphics are confusing, especially at first. Formerly called *Eco-Saurus*.

Zug's Dinosaur World

Dinosaur facts, memory, story elements

◆◆◆◆◆◆◆◆ 84 FINAL RATING
◆◆◆◆◆◆◆◆ 84 User Friendliness
◆◆◆◆◆◆◆◆ 84 Educational Value
◆◆◆◆◆◆◆◆ 82 Instructional Design



Davidson and Associates, Inc.
1992
$34.95
Ages 4-9
IBM (Sound card, hard disk, 3MB)
LA/8,9 CL/2 CP/1 OT/1

Four activities: (1) Color-A-Saurus—a 10-page animated coloring book with 16 colors. Pictures can be printed. (2) DinoMatch—a 10-card concentration game using talking dinosaur cards. For one or two players; three levels of difficulty. (3) Excavation—guess the type of dinosaur fossil hidden behind 8 or 12 cards, revealed one at a time. (4) Prehistory—create silly short stories by selecting icons to finish given sentences. Speech is used throughout. Enjoyable program. Contains a range of dinosaur information.

Zug's Race Through Space

Solar system facts

◆◆◆◆◆◆◆ 77 FINAL RATING
◆◆◆◆◆◆◆◆ 81 User Friendliness
◆◆◆◆◆◆◆ 75 Educational Value
◆◆◆◆◆◆◆ 74 Instructional Design

Davidson and Associates, Inc.
1992
$34.95
Ages 5-12
IBM (Sound card, hard disk, 5MB)
OT/6

A fun, computerized, comic-book-styled activity with talking, animated characters. Story involves two dinosaurs who deliver hamburgers to space stations around the solar system, racing against a mean competitor. Faster deliveries score more points. To fill each order, a child must use a map of the solar system or talk to various characters, such as the space police, to learn basic space facts. Each space station also contains specific planet facts and a digitized photo. Keeps ongoing scores. Voice is somewhat unnatural.

4

EVALUATION PROCESS

This chapter contains the Early Childhood Software Evaluation Instrument that was developed to

1. Focus specifically on the early childhood category of software, covering issues important when working with three- to seven-year-old children
2. Generate numerical values in both specific and general categories to provide quick comparison of software packages
3. Record descriptive information about specific programs for purposes of recommendation, prescription, and documentation

Thirteen separate percentage scores ranging from 1 to 100 are generated by the Instrument and are defined in Calculation of a Component Score, found in this chapter, and Interpreting the Software Descriptions, found in Chapter 2.

Terms used in the Instrument that may be unfamiliar to the reader have been included in the Glossary (Appendix 6).

EARLY CHILDHOOD SOFTWARE EVALUATION INSTRUMENT

© 1985 High/Scope Educational Research Foundation

Title _____

Company _____

Author(s) _____

Address _____

_____

_____

Phone 1 (_____) _____/_____

Phone 2 (_____) _____/_____

Date _____

Age-range _____

Price _____

Notes:

SUMMARY OF RATINGS

Minimum User Competency ____ %

Menu Design ____ %

Technical Features ____ %

Content Presentation ____ %

Content Strength ____ %

Ease of Use ____ %

Feedback ____ %

Embedded Reinforcements ____ %

CMI Techniques ____ %

User Friendliness ____ %

Educational Value ____ %

Instructional Design ____ %

OVERALL RATING ____ %

Computer

____ Apple II	____ IBM PC	____ C64	____ Atari 400	____ TRS 80
____ Apple II +	____ IBM PC jr	____ C128	____ Atari 800	____ MacIntosh
____ Apple IIe	____ Acorn	____ PET	____ Atari ST	____ Apple IIGS
____ Apple IIc	____ Adam	____ Amiga	____ Other	

Components

____ 5¼" disk
____ 3½" disk
____ ROM cartridge
____ Classroom applications
____ User's guide
____ Warranty (list terms)

Peripherals

Req.		Opt.
____	Keyboard	____
____	Color monitor	____
____	Joystick(s)	____
____	Paddle(s)	____
____	Mouse	____
____	Muppet keyboard	____
____	Koala Pad	____
____	TouchWindow	____
____	Voice synthesis	____
____	Printer	____
____	Other (specify)	

Intentions

____ Specified by developer
____ Inferred by analyst

"This program is designed to provide experience with
____ counting skills."
____ letter recognition skills."
____ matching or discrimination skills."
____ computer skills."
____ a medium for creative activity."

List the specific objectives of the program:

Mode of Interaction

____ Drill and practice
____ Tutorial
____ Gaming
____ Simulation
____ Problem solving
____ Open-ended/ divergent

BEST COPY AVAILABLE

Summary of Program: Provide a concise summary of the program's main points, content features, strengths, and weaknesses.

Classroom Observations

Conceptual Areas

Check the item(s) present in the program.

LANGUAGE (LA)

1 ___ Describing objects, events, and relations
2 ___ Describing feelings, one's own and others'
3 ___ Having one's own spoken language written and read aloud
4 ___ Recognizing letters
5 ___ Recognizing words — matching written words
6 ___ Matching sounds and symbols
7 ___ Matching rhyming words
8 ___ Using language to specify actions: sit, run fast, slow, into, toward, etc.
9 ___ Writing stories
10 ___ Following a simple (2- or 3-step) sequence of oral or written directions

NUMBER (NB)

1 ___ Comparing amounts: more, less, same
2 ___ Arranging two sets of symbols in one-to-one correspondence
3 ___ Counting objects; counting by 2s.
4 ___ Recognizing numerals
5 ___ Estimating the number of objects
6 ___ Measuring (length) using units
7 ___ Combining groups of objects; taking objects away
8 ___ Recognizing and naming the numerals 1, 2, 3, etc.

CLASSIFICATION (CL)

1 ___ Identifying attributes of things: color, shape, size, function
2 ___ Identifying how things are the same or different; sorting and matching
3 ___ Describing objects in different ways; sorting and re-sorting
4 ___ Identifying attributes an object does not possess; finding the object that does not belong to a set
5 ___ Holding more than one attribute in mind at a time
6 ___ Distinguishing between "all" and "some"

TIME (TI)

1 ___ Stopping and starting an action on signal
2 ___ Observing and describing changes
3 ___ Experiencing and describing different rates of speed
4 ___ Experiencing and describing time intervals — long, short, comparative terms
5 ___ Anticipating future events and making appropriate preparations
6 ___ Identifying the order of a sequence of events; reversing the order of events — before, after, at the same time
7 ___ Comparing the duration of events occurring at the same time — longer, shorter, etc.
8 ___ Using a timer to measure the duration of events
9 ___ Reading time from clocks and watches

SPATIAL RELATIONS (SP)

1 ___ Fitting things together and taking them apart
2 ___ Rearranging and reshaping objects
3 ___ Identifying things from different points of view
4 ___ Experiencing and describing the relative positions, directions, and distances of things — inside, outside, above, below, before, behind, on, under, toward, away
5 ___ Identifying and naming body parts: head, legs, arms, etc.
6 ___ Locating things in the classroom or school on simple maps
7 ___ Interpreting representations of spatial relations in drawings and pictures
8 ___ Distinguishing and describing shapes — circle, square, triangle, doughnut (open & closed shapes)
9 ___ Identifying and reversing spatial order
10 ___ Identifying shapes produced by cuts and folds

SERIATION (SE)

1 ___ Making comparisons — shape, shades of color, pitch, and/or speed
2 ___ Arranging several things in order and describing their relations by size, color, etc.
3 ___ Fitting one ordered set of objects to another through trial and error
4 ___ Inserting objects into an ordered sequence

CREATIVE PROJECTS (CP)

1 ___ Drawing pictures
2 ___ Creating sounds or music
3 ___ Programming
4 ___ Designing, changing, and printing a plan or product

OTHER TOPICS (OT)

1 ___ Practicing memory skills
2 ___ Recognizing and naming the parts of the computer
3 ___ Typing or practicing keyboard skills
4 ___ Making signs, word processing, or keeping records. (Of potential use to preschool and kindergarten teachers.)
5 ___ Nutrition, health, and safety

User Friendliness

Minimum User Competency

When considering the portions of the program designed or intended for the child's use, rate the method in which the child's answers are entered into the computer. (Numbers indicate the method's point-value.)

9 ___ Touch screen or use voice.
8 ___ Touch any key or one key.
7 ___ Move the cursor to a visual representation (icon) using a joystick, graphics tablet, light pen, or mouse.
6 ___ Use only 1-4 keys on the keyboard consistently, e.g, spacebar and RETURN.
5 ___ Move the cursor with the arrow keys.
4 ___ Find and press one of the number keys and/or RETURN.
3 ___ Find and press one of the letter keys and/or RETURN.
2 ___ Type in a word/RETURN.
1 ___ Press more than one key simultaneously, e.g., CONTROL-C.

Menu Design

6 ___ Picture or talking menu, touch screen to make the selection.
5 ___ Picture or talking menu, move cursor to selection with peripheral device, such as a joystick or a mouse.
4 ___ Picture or talking menu, move cursor to selection with arrow keys/RETURN to make the selection.
3 ___ Picture or talking menu, press specific key to make choice (e.g., a number key).
2 ___ Simple written menu, with less than six choices, using large letters.
1 ___ Written menu with more than six choices or small letters.

Technical Features

	always	some extent	never	N/A
• Program instructions can be reviewed on the screen				
• When a child holds a key down, only one input is sent to the computer, except where intended, such as in a drawing program				
• Getting to the part of the program to be used by the child requires only inserting a disk and starting the computer				
• If there are data files, e.g., vocabulary words, that can be changed, doing so is easy				
• Random generation is a part of the program's design				
• Packaging of the program is well designed, providing storage capacity for the program materials				
• Program package comes complete and ready-to-use				
• Program design allows for quick loading time and minimal disk-reading time				
• Program provides quick, obvious movement to and from the menu				
• The title screen sequence is not long or can be bypassed				
• Color is used				
• Animated graphics are used				
• Sound can be turned off or on from the program				
total (13 possible)				

Educational Value

Content Presentation

	always	some extent	never	N/A
• The concept, rather than the game, is the central learning outcome				
• The program is enjoyable to use				
• Content is arranged in a challenging way				
• Elements of the program are motivating to the child				
• This program could be of interest to users other than the program's target audience, e.g., parents, older siblings, etc				
• Content is applicable for early childhood age-range				
• The child can control own sequence throughout the program				
• Child can exit the activity at any point				
• Language, text, or print is appropriate for the early childhood age-range				
• The program includes data files (e.g., words, numbers) that can be changed				
• The program provides demonstrations				
• Practice is meaningful to the child (e.g., geographic location, home environment)				
• The graphics				
– are not overly "cute"				
– do not detract from the program's overall intentions				
• Graphics do not promote unnecessary stimulation				
• Music/sound does not promote unnecessary stimulation				
• Content is free from racial bias				
• Content is free from ethnic bias				
• Content is free from sexual bias				
total (19 possible)				

Content Strength

	always	some extent	never	N/A
• This program provides a good presentation of one or more conceptual areas				
• The program presents a clear focus on one or more conceptual areas				
• The concept, rather than the game, is the central learning outcome				
• The program provides practice with the concept in differing contexts				
• Elements of the program match direct experiences				
• The program is enjoyable to use				
total (6 possible)				

Instructional Design

Ease of Use

	always	some extent	never	N/A
• Can the child do the program the first time without help				
• Can the child do the program after the first few times without help				
• Does the child have control over:				
– time allowed for problems				
– rate of display				
– order of display				
– exiting at any time				
• The written instructions:				
– provide technical details for the program where needed				
– provide stategies for extending the concepts into noncomputer contexts				
– are well organized				
total (9 possible)				

Feedback

	always	some extent	never	N/A
• The child is aware of when he/she makes an incorrect response				
• The child is aware of when he/she makes a correct response				
• Feedback explains/shows why responses are not correct				
• Feedback responses are varied				
• Feedback is directly correlated to keystroke				
• Feedback is appropriate because it				
– is nonthreatening				
– reinforces content				
– is understood by the child				
• Feedback effectively makes use of sound and graphic capacities of the computer				
• A record of the child's work				
– can be stored on disk				
– can be printed				
– is informative				
total (12 possible)				

Embedded Reinforcements

	always	some extent	never	N/A
• Graphic reinforcements are in support of, or reinforce, the content or concepts presented				
• Sound reinforcements are in support of, or reinforce, the content or concepts presented				
total (4 possible)				

CMI Techniques

Techniques of Computer Managed Instruction

____ are not used in this convergent-style program (0 points)
____ are not appliable to this divergent-style program (NA)
____ are not applicable because the user or adult selects difficulty level (NA)
____ are used (check those that apply – 1 point each)
  ____ feedback is individualized to the child's response
  ____ program helps a child understand his or her progress, e.g., how many problems remaining
  ____ a record of the child's work is recorded
  ____ program is designed so that it can automatically adapt to an appropriate difficulty level

____ total (4 possible)

Comments of Reviewer to Software Producer

CALCULATION OF A COMPONENT SCORE

The following formula is used to compute the specific scores for each component of the program.

$$\frac{(X + Y/2)}{n - Z} \times 100 = S$$

Where
X = Total of checks in "always" column
Y = Total of checks in "some extent" column
Z = Total of checks in the "N/A" column
n = Number of items in a category (such as Feedback)
S = Score for a component of the program (as a percent)

For example:

Feedback

	always	some extent	never	N/A
• The child is aware of when he/she makes an incorrect response	✓			
• The child is aware of when he/she makes a correct response	✓			
• Feedback explains/shows why responses are not correct			✓	
• Feedback responses are varied	✓			
• Feedback is directly correlated to keystroke	✓			
• Feedback is appropriate because it				
— is nonthreatening	✓			
— reinforces content		✓		
— is understood by the user		✓		
• Feedback effectively makes use of sound and graphic capacities of the computer	✓			
• A record of the child's work				
— can be stored on disk			✓	
— can be printed				✓
— is informative				✓
Total (12 possible)	6	2	2	2

In this example

X = 6 (Total of checks under "always")
Y = 2 (Total of checks under "some extent")
Z = 2 (Total of checks under "N/A")
n = 12 (Number of items under the heading "Feedback")

So, when applying the formula above,

$$\frac{6 + 2/2}{12 - 2} \times 100 = 70$$

The component score (S) for Feedback is 70%.

APPENDIXES

APPENDIX 1
EARLY CHILDHOOD SOFTWARE PRODUCERS

Access Unlimited
3535 Briarpark Drive
Suite 102
Houston, TX 77042-5235
800/848-0311
713/781-7441
FAX 713/781-3550
Big and Small
Fun With Colors
Knowing Directions
Learning Directions
Learning Letters
Learning Numbers
Learning Shapes
Learning Sight Words
Learning the Alphabet
Readiness Fun
Same and Different
Scanning Fun
Silly Letters & Numbers
Simple Addition
Simple Cause and Effect
Spell-A-Word

Accolade
5300 Stevens Creek Boulevard
San Jose, CA 95129
800/245-7744
408/296-8400
Snoopy's Game Club

Advanced Ideas, Inc.
680 Hawthorne Drive
Tiburon, CA 94702
415/435-5086
FAX 415/435-2049
Dinosaurs
Stars & Planets

Agency Systems
7645 Production Drive
P.O. Box 37410
Cincinnati, OH 45237
513/761-5610
Early-On
E/I Resource Directory

Alphaphonics
P.O. Box 2024
San Mateo, CA 94401
415/588-8082
Alphaget
Astro's ABCs

American Guidance Service
Publishers Building
Circle Pines, MN 55014
800/328-2560
SocPix

Aquarius Instructional
P.O. Box 128
Indian Rocks Beach, FL 34635
800/338-2644
FAX 813/595-2685
In FL, 813/595-7890
Alphabetizing
Jr. Typer

Artworx
1844 Penfield Road
Penfield, NY 14526
800/828-6573
Hodge Podge
Monkey Math

Balloons Software
5201 Chevy Chase Parkway, NW
Washington DC 20015-1747
202/244-2223
Big Text Machine

Barnum Software
2201 Broadway, Suite 201
Oakland, CA 94612
800/553-9155
510/268-0804
Quarter Mile, The

Baudville
5380 52nd Street SE
Grand Rapids, MI 49508
616/698-0888
Ted Bear Games

BL Educational Software
2899 Agoura Road #529
Westlake Village, CA 91361
805/498-8121
Caveman Clockwork

Broderbund Software
500 Redwood Boulevard
P.O. Box 6121
Novato, CA 94948-6121
800/521-6263
415/382-4400
FAX 415/382-4671
Just Grandma and Me
KidPix
KidPix Companion
Playroom, The
Print Shop, The
Treehouse, The

C&C Software
5713 Kentford Circle
Wichita, KS 67220
316/683-6056
Learning About Numbers
Letters and First Words
Magic Crayon

CBS Software
Dr. Seuss Fix-Up the Mix-up Puzzler
Note: In 1987, CBS Software was dissolved. See Hi Tech Expressions, Joyce Hakansson Associates, Inc., or Mindscape for information on old CBS titles.

Compton's NewMedia
(Formerly Britannica Software)
345 Fourth Street
San Francisco, CA 94107
800/572-2272
In CA, 415/597-5555
Berenstain Bears Fun With Colors, The
Berenstain Bears Junior Jigsaw, The
Berenstain Bears Learn About Counting, The
Berenstain Bears Learn About Letters, The
Creature Creator
Designasaurus
Introduction to Counting
Math Maze
Notable Phantom, The
Spellicopter
Spelling and Reading Primer
Webster's Numbers

Compu-Tations
P.O. Box 487
Southfield, MI 48037
800/345-2964
Early Elementary I
Early Elementary II

Compu-Teach
78 Olive Street
New Haven, CT 06511
800/448-3224
In CT, 203/777-7738
Once Upon a Time...
Stepping Stones Level II

Computer Curriculum Corp.
1287 Lawrence Station Road
Sunnyvale, CA 94089
800/227-8324
CCC Instructional System

D.C. Heath & Company
125 Spring Street
Lexington, MA 02173
800/334-3284
Bald-Headed Chicken, The
Brand New View, A
Great Leap, A
Just Around the Block
Not Too Messy, Not Too Neat
Read, Write, & Publish 1
Rosie the Counting Rabbit
Sleepy Brown Cow, The
What Makes a Dinosaur Sore?
Where Did My Toothbrush Go?

Data Command
119 South Schuyler Avenue
P.O. Box 548
Kankakee, IL 60901-0548
800/528-7390
815/933-7735
Alphabet Sounds
One Banana More

Davidson and Associates, Inc.
19840 Pioneer Avenue
Torrance, CA 90503
800/523-2983 (First Byte)
FAX 310/793-0601
Kid Works
Kid Works 2
Math and Me
Math Blaster Plus
Reading Adventures in Oz
Reading and Me
Zug's Adventures on Eco-Island
Zug's Dinosaur World
Zug's Race Through Space

DIL International
2115, Boivin Street
Sainte-Foy, (Quebec) CANADA
G1V 1N6
800-463-6632
418/687-9788
FAX 418/527-0642
Costume Ball, The
Extrateletactograph, The
Garden, The

DLM
One DLM Park
Allen, TX 75002
800/527-4747
In TX, 800/442-4711
Alphabet Circus
Animal Photo Fun
Comparison Kitchen
Curious George Goes Shopping
Curious George in Outer Space
Curious George Visits the Library
Fish Scales
Number Farm
Shape & Color Rodeo
Teddy Bear-rels of Fun

Dr. Peet's Software
4440 Del Monte Avenue
San Diego, CA 92107
800/354-2950 (order only)
619/222-2471
Dr. Peet's PictureWriter

E.C.S. Exceptional Children's Software, Inc.
P.O. Box 487
Hays, KS 67601
913/625-9281
Adventures of Jimmy Jumper, The
Color Find
Rabbit Scanner, The
Run Rabbit Run
Sight Word Spelling

Ebsco Curriculum Materials
P.O. Box 1943
Birmingham, AL 35201
800/633-8623
In AL, 205/991-1210
IEP Generator 5.0

Edmark Corporation
6727 185th Avenue N.E.
Redmond, WA 98052
800/426-0856
206/861-8200
FAX 206/746-3962
Early Concepts Skillbuilder Series
Edmark LessonMaker
Kid Desk
Millie's Math House
Touch and Match
Touch and See
Vocabulary Skillbuilder Series

Educational Activities, Inc.
P.O. Box 392
Freeport, NY 11520
800/645-3739
516/223-4666
FAX 516/623-9282
ABC-123 Activities for Learning
Adventures of Dobot, The
Stop, Look, and Listen

EduQuest
P.O. Box 2150
Atlanta, GA 30055
404/238-3245
- Bouncy Bee Learns Letters 1.0
- Bouncy Bee Learns Words 1.0
- Exploring Measure, Time, & Money
- Math Concepts Level P
- Primary Editor Plus
- Writing to Read 2.0

First Byte, Inc.
19840 Pioneer Avenue
Torrance, CA 90503
800/523-2983
- Talking First Words

Fisher-Price
638 Grand Avenue
East Aurora, NY 14502
617/494-1200
- See Queue, Inc., or GameTek/IJE, Inc.

Gamco Industries, Inc.
P.O. Box 1911
Big Spring, TX 79721-1911
800/351-1404
FAX 915/267-7480
- Alphabet Express
- Clue in on Phonics
- Number Sea Hunt
- Shape Starship

Gametek/IJE, Inc.
Distributors for Fisher-Price
2999 NE 191 Street, Suite 800
North Miami Beach, FL 33180
305/935-3995
- Chutes and Ladders
- Firehouse Rescue
- Fun Flyer
- I Can Remember
- Little People Bowling Alley
- Little People Farm Creativity Kit
- Little People Main Street Creativity Kit
- My Grand Piano
- Perfect Fit
- School Bus Driver

Great Wave Software
5353 Scotts Valley Drive
Scotts Valley, CA 95066
408/438-1990
- KidsMath
- KidsTime
- NumberMaze
- ReadingMaze

Hartley Courseware
133 Bridge
Dimondale, MI 48821
800/247-1380
517/646-6458
- Alphabet Academy, The
- Big Red Hat, The
- Bird's Eye View
- Colors and Shapes
- Conservation and Counting
- Consonant Capers
- Dr. Peet's Talk/Writer
- Early Skills
- Fish Dish, The
- Home Row
- I Love You in the Sky, Butterfly
- Jen the Hen
- Letter Recognition
- My Words
- Observation and Classification
- Ollie and Seymour
- Parquetry and Pictures
- Patterns and Sequences
- Picture Parade
- Pictures, Letters, and Sounds
- Size and Logic

Heartsoft Software
P.O. Box 691381
Tulsa, OK 74169-1381
800/285-3475
- Tommy the Time Turtle

Hi Tech Expressions
584 Broadway, Suite 509
New York, NY 10012
800/447-6543
212/941-1224
- Barbie Design Studio
- Chip 'n Dale
- Daffy Duck, P.I.
- Electric Company: Bagasaurus
- Electric Company: Picture Place
- Electric Company: Roll-A-Word
- Fairy Tale Factory
- Looney Tunes Print Kit
- Print Power
- Sesame Street Astro-Grover
- Sesame Street Big Bird's Special Delivery
- Sesame Street Ernie's Big Splash
- Sesame Street Ernie's Magic Shapes
- Sesame Street First Writer
- Sesame Street Grover's Animal Adventures
- Sesame Street Learning Library 1
- Sesame Street Learning Library 2
- Sesame Street Letter-Go-Round
- Sesame Street Pals Around Town
- Sesame Street Print Kit

Houghton Mifflin Co.
Educational Software Division
1 Beacon Street, 30th floor
Boston, MA 02108
617/725-5000
- FirstWriter
- KinderMath II
- Reading Comprehension: Level 1
- Reading Helpers
- Reading Starters
- Sound Ideas: Consonants
- Sound Ideas: Vowels
- Sound Ideas: Word Attack

Humanities Software
408 Columbia, Suite 222
P.O. Box 950
Hood River, OR 97031
800/245-6737
FAX 503/386-1410
- Write On: Primary Level

Intellimation
Library for the Macintosh
130 Cremona Drive
P.O. Box 1922
Santa Barbara, CA 93116-1922
800/346-8355
FAX 805/685-9685
- Alphabet for Everyone
- Gingerbread Man, The
- Grady Profile—Portfolio Based Assessment
- Let's Go to Hannah's House

Interplay Productions
3710 S. Susan, Suite 100
Santa Ana, CA 92704
714/549-2411
- Mario Teaches Typing

IRI Group
200 East Wood, Suite 250
Palatine, IL 60067
800/922-4474
In IL, 312/991-6300
- Perception, Inc.

Island Software
Box 300
Lake Grove, NY 11755
516/585-3755
Letter Games
Milk Bottles
Puss in Boot
Word Factory

Josten's Learning Systems, Inc.
7878 N. 16th Street
Phoenix, AZ 85021
800/422-4339
619/587-0087
Dragon Tales
Emerging Literacy Program
Integrated Learning System

Joyce Hakansson Associates, Inc.
2029 Durant
Berkeley, CA 94704
415/540-5963
Ducks Ahoy!
Great Gonzo in WordRider, The
Kermit's Electronic Storymaker

JumpStart Software
2530 Berryessa Road #721
San Jose, CA 95132
408/923-2147
EZplay

Kidsview Software, Inc.
P.O. Box 98
Warner, NH 03278
603/927-4428
Kidsword
Mount Murdoch

KinderMagic Software
1680 Meadowglen Lane
Encinitas, CA 92024
619/632-6693
Mosaic Magic

Koala Aquisitions Inc.
16055 Caputo Drive, Unit H
Morgan Hill, CA 95037
408/776-8181
Koala Pad Graphics Exhibitor (Makers of the Koala Pad touch tablet—$149.95)

Laureate Learning Systems
110 East Spring Street
Winooski, VT 05404
800/562-6801
Bozons' Quest
Concentrate!
Creature Chorus
First Verbs
Micro-LADS
My House: Language Activities of Daily Living
Sentence Master Level 1
Talking Nouns I
Talking Nouns II
Talking Verbs
Words & Concepts
Words & Concepts II
Words & Concepts III

Lawrence Hall of Science
University of California
Berkeley, CA 94720
510/642-3167
Estimation
Music
Numbers
Words

Lawrence Productions, Inc.
1800 South 35th Street
P.O. Box 458
Galesburg, MI 49053
800/421-4157
Fax 616/665-7060
In MI, 616/665-7075
Katie's Farm
McGee
McGee at the Fun Fair

Learning Box, The
4508 Valleycrest Drive
Arlington, TX 76013
800/743-9450
817/457-9459
Base Ten Blocks
Logic Blocks

Learning Company, The
6493 Kaiser Drive
Fremont, CA 94555
800/852-2255
415/792-2101
Bumble Games
Children's Writing and Publishing Center
Gertrude's Secrets
Math Rabbit
MetroGnomes' Music
Moptown Parade
Reader Rabbit
Reader Rabbit's Ready for Letters
Treasure Mountain, The

Legacy Software
9338 Reseda Blvd. Second Floor
Northridge, CA 91324
818/885-5773
FAX 818/885-5779
Mutanoid Math

Lexia Learning Systems, Inc.
11a Lewis Street
Box 466
Lincoln, MA 01773-0005
800/435-3942
Lexia I, II, III

MECC
Minnesota Ed. Computing Corp.
6160 Summit Drive North
Minneapolis, MN 55430-4003
800/685-6322
612/569-1500
Arithmetic Critters
Counting Critters 1.0
Easy Color Paint 2.0
First Letter Fun
Fun From A to Z
Measure Works
Money Works
Paint With Words
Path-Tactics
Patterns
Phonics Prime Time: Initial Consonants
Picture Chompers
Snapdragon
Storybook Weaver
Woolly Bounce
Woolly's Garden
Word Munchers

Merit Software
13635 Gamma Road
Dallas, TX 75244
800/238-4277
In TX, 214/385-2353
ABC's
Animal Hotel
Bike Hike
Dinosaurs Are Forever
Fun on the Farm
Holidays and Seasons
Lion's Workshop
Same or Different
Sesame Street Crayon: Letters for You
Sesame Street Crayon: Numbers Count
Sesame Street Crayon: Opposites Attract
Shutterbug's Patterns
Shutterbug's Pictures
This Land Is Your Land

Micro Power & Light Company
8814 Sanshire Avenue
Dallas, TX 75231
214/553-0105
- Alphabet Recognition
- Counting and Ordering
- Country Combo
- My Puzzles and Alphabet
- Time Master

Micro-Learningware
Route 1, Box 162
Amboy, MN 56010
507/674-3705
- Teddy Bears Counting Fun

MicroED, Inc.
P.O. Box 24750
Edina, MN 55424
612/929-2242
- Beginning Reading Skills
- Early Math
- Learning the Alphabet
- Which Number Is Missing?

Micrograms, Inc.
1404 North Main Street
Rockford, IL 61103
800/338-4726
815/965-2464
- Kinder Critters
- Mathosaurus Level K
- Professor Al's Sequencing Lab

Milliken Publishing Co.
P.O. Box 21579
1100 Research Boulevard
St. Louis, MO 63132-0579
800/643-0008
314/991-4220
FAX 314/991-4807
- Alphabetization & Letter Recognition
- First "R": Kindergarten, The
- Marvin the Moose Volume 1
- Marvin the Moose Volume 2
- Math Sequences
- Milliken Storyteller, The
- Operation: Math Mine

MindPlay
Methods & Solutions, Inc.
3130 North Dodge Boulevard
Tucson, AZ 85716
800/221-7911
FAX 602/322-0363
In AZ, 602/322-6163
- Bake & Taste
- Cat 'n Mouse
- Cotton Tales
- Cotton's First Files
- Easy Street
- Math Magic
- Picture Perfect
- Race the Clock

Mindscape, Inc.
A Division of SVE
1345 West Diversey Parkway
Chicago, IL 60614
800/621-1900
312/525-1500
- Body Awareness
- Color Me
- Fun With Directions
- Knowing Numbers
- Letters and Words
- Shapes & Patterns
- Tonk in the Land of Buddy-Bots
- Tuk Goes to Town

Mobius Corporation
405 North Henry Street
Alexandria, VA 22134
703/684-2911
- KidWare 2 Learning Center:
  - Electronic Builder
  - Electronic Easel
  - Farm, The
  - I Can Count the Petals of a Flower
  - Mural Maker
  - Music Maker
  - Word Processing for Kids

Nordic Software, Inc.
917 Carlos Drive
Lincoln, NE 68505
402/488-5086
- Clock Works
- Coin Works
- Preschool Pack

Ohm Software Company
163 Richard Drive
Tiverton, RI 02878
401/253-9354
- Kieran

Optimum Resource, Inc.
Publishers of Weekly Reader Software
10 Station Place
Norfolk, CT 06058
800/327-1473
In CT, 203/542-5553
- New Talking Stickybear Alphabet, The
- New Talking Stickybear Opposites, The
- New Talking Stickybear Shapes, The
- Stickybear ABC
- Stickybear Math
- Stickybear Numbers
- Stickybear Opposites
- Stickybear Printer
- Stickybear Reading
- Stickybear Shapes
- Stickybear Town Builder
- Stickybear Typing
- Stickybear's Reading Program

Orange-Cherry Software
P.O. Box 390
Pound Ridge, NY 10576-0390
800/672-6002
- Jungle Safari
- Super GS Award Maker
- Talking ABC's
- Talking Alpha Chimp
- Talking Animals Activity Set
- Talking Classroom
- Talking Clock
- Talking Colors and Shapes
- Talking Dinosaurs
- Talking First Reader
- Talking First Writer
- Talking Money
- Talking Numbers
- Talking Reading Railroad
- Talking School Bus
- Talking Speller
- Telling Time

P.E.A.L. Software
P.O. Box 8188
Calabasas, CA 91367
818/883-7849
- Action/Music
- Exploratory Play
- Keytalk
- Representational Play

Power Industries LP
37 Walnut Street
Wellesley Hills, MA 02181
617/235-7733
800/395-5009
Delta Drawing Today

Queue, Inc.
338 Commerce Drive
Fairfield, CT 06434
800/232-2224
203/335-0908
FAX 203/336-2481
Alice in Wonderland
Alphabet Arcade, The
Alphabet Zoo
Animal Alphabet and Other Things
Big Book Maker
Boars Tell Time, The
Charlie Brown's 1-2-3's
Charlie Brown's ABC's
City Country Opposites
Developing Language Skills
Dinosaur Days Plus
Diskovery Adding Machine
Diskovery Take Away Zoo
Early Games
Easy as ABC
Facemaker Golden Edition
Grandma's House
Hey Diddle
Inside Outside Opposites
Inside Outside Shapes
Jack and the Beanstalk
Kids on Keys
Kidwriter
Kinder Koncepts MATH
Kinder Koncepts Reading
Kindercomp
Kindercomp Golden Edition
Learn the Alphabet
Learn to Add
Letters, Pictures & Words
Mask Parade
Monsters & Make-Believe
Mr. and Mrs. Potato Head
Peanuts Maze Marathon
Peanuts Picture Puzzlers
Preschool IQ Builder I
Preschool IQ Builder II
Puzzle Master
Rainbow Painter
Reading I
Robot Writer Plus
Stickers
Talk About a Walk
Whole Neighborhood, The

R.J. Cooper & Associates
Adaptive Technology Specialists
24843 Del Prado, Suite 283
Dana Point, CA 92629
714/240-1912
Build-A-Scene
Children's Switch Progressions
Early & Advanced Switch Games
Human Being Machine, The
Joystick Trainer
Point to Pictures
Spell-A-Word

Random House Software
See: McGraw-Hill Media

S.D.L.
285 32nd Avenue
San Francisco, CA 94121
415/221-2479
Toybox

S.R.A.
P.O. Box 5380
Chicago, IL 60680-5380
800/843-8855
312/984-7000
Mathematics Level A
Ollie Begins It
Ollie Compares It
Ollie Finds It!
Ollie Hears and Remembers
Ollie Hears and Sequences
Ollie Letters It
Ollie Matches It
Ollie Numbers It
Ollie Remembers It
Ollie Remembers Numbers!
Ollie Sequences It!
Working With Days and Months
Working With Numbers
Working With the Alphabet
Working With Time

Scholastic Software, Inc.
P.O. Box 7502
2931 East McCarty Street
Jefferson City, MO 65102
800/541-5513
212/505-3000
Bank Street Writer III, The
Computergarten
ESL Writer
Microzine Jr. (Sept/Oct.'88)
SuperPrint for the Macintosh
Talking Textwriter

Sierra On-Line
Sierra On-Line Building
Coarsegold, CA 93614
209/683-6858
Mixed-Up Mother Goose

Sofia Systems
P.O. Box 360188
Milpitas, CA 95036
408/942-5401
JPuzzle 1.1

Software Excitement!
P.O. Box 3072
6475 Crater Lake Highway
Central Point, OR 97502
800/444-5457
FAX 503/826-8090
Amy's First Primer 2.2
Animated Alphabet
Animated Math
Animated Memory
Animated Shapes
Brandon's Bigbox
School Mom
Wunder Book

SouthWest EdPsych Services
2001 West Silvergate
Chandler, AZ 85224
602/253-6528
Reading Machine, The

Spinnaker Software Corp.
201 Broadway
Cambridge, MA 02139-1901
800/826-0706
All Spinnaker educational titles are now available from Queue, Inc.

Springboard
See: Queue, Inc.

Stone & Associates
Suite 319
7910 Ivanhoe Avenue
La Jolla, CA 92037
800/733-1263
619/459-9173
Kid's Stuff
Memory Lane 2.0
My Letters, Numbers, and Words
Phonics Plus
Young Math

Strawberry Hill Software
202-11961-88th Avenue
Delta, British Columbia
CANADA V4C 3C9
604/594-5947
- Hobo's Luck
- Peter's Growing Patterns
- Surrounding Patterns
- What's Next

Teach Yourself By Computer Software, Inc.
3400 Monroe Avenue
Rochester, NY 14618
716/381-5450
- Match-On-A-Mac

Teacher Support Software
1035 N.W. 57th Street
Gainesville, FL 32605-4483
800/228-2871
FAX 904/332-6779
In FL, 904/332-6404
- Language Experience Recorder Plus
- Make-a-Book
- Read-a-Logo

Tom Snyder Productions, Inc.
80 Coolidge Hill Road
Watertown, MA 02172-2817
800/342-0236
FAX 617/926-6222
In MA, 617/876-4433
- Flodd, the Bad Guy
- Jack and the Beanstalk

Troll Associates
100 Corporate Drive
Mahwah, NJ 07430
800/526-5289
- Alphabet Fun: Big and Little Letters
- Alphabet Fun: Learning the Alphabet
- Bremen Town Musicians
- Dino Speller
- I Can Count
- Key Words: First Keyboarding Skills
- Magic String, The
- Reading Fun: Beginning Consonants
- Reading Fun: Final Consonants
- Reading Fun: Vowel Sounds
- Rumpelstiltskin
- Spelling Bee, The

UCLA Intervention Program for Handicapped Children
1000 Veteran Avenue, Rm. 23-10
Los Angeles, CA 90024
- Wheels on the Bus

W. Wes Horlacher's NewMedia Values Center
P.O. Box 1462
Walnut, CA 91879
213/878-5689
- Magic Melody Box

Walt Disney Software
500 S. Buena Vista St., 20th Floor
Burbank, CA 91521
818/567-5360
800/688-1520
- Donald's Alphabet Chase
- Goofy's Railway Express
- Mickey & Minnie's Fun Time Print Kit
- Mickey's 123's
- Mickey's ABC's
- Mickey's Colors & Shapes
- Mickey's Crossword Puzzle Maker
- Mickey's Jigsaw Puzzles
- Mickey's Runaway Zoo: Fun With Numbers

Wescott Software
P.O. Box 7010
Evanston, IL 60204
800/669-9886
708/328-1367
- Fun With Drawing
- Fun With Letters and Words
- Fun With Memory
- Fun With Numbers
- Match Maker (Beginning)

William K. Bradford Publishing Company, Inc.
310 School Street
Acton, MA 01720
800/421-2009
508/263-6996
FAX 508/263-9375
- Princess and the Pea, The
- Princess and the Pea: Explore-a-Story Plus
- Rosie the Counting Rabbit: Explore-a-Story Plus
- Stone Soup
- Stone Soup: Explore-a-Story Plus
- Three Little Pigs, The
- Three Little Pigs, The: Explore-a-Story Plus

Wings for Learning/Sunburst Communications
1600 Green Hills Road
P.O. Box 660002
Scotts Valley, CA 95067-0002
800/321-7511
408/438-5502
FAX 408/438-4214
- 1-2-3 Sequence Me
- Balancing Bear
- Color 'n' Canvas
- Counters
- Getting Ready to Read and Add
- Hop To It!
- Learn About: Animals
- Learn About: Plants
- Magic Slate II
- Memory Building Blocks
- Mickey's Magic Reader
- Muppet Slate
- Muppet Word Book
- Muppets On Stage
- Muppetville
- Now You See It, Now You Don't
- Odd One Out
- Playwrite
- Podd
- Simon Says
- Storybook Theatre
- Teddy and Iggy
- Teddy's Playground
- Tiger's Tales
- Touch & Write
- What's in a Frame?
- Winker's World of Numbers
- Winker's World of Patterns

APPENDIX 2
OTHER USEFUL SOURCES OF INFORMATION

In the following list, you'll find names, addresses, and phone numbers of other software producers, sources of shareware, and suppliers of computer items relevant to early childhood software.

AC's Guide to the Amiga
PiM Publications
P.O. Box 869
Fall River, MA 02722
800/345-3360
508/678-4200
Produces an extensive listing of Commodore Amiga software titles ($9.95).

Ad Lib Inc.
220 Grand-Allee East, Suite 850
Quebec, QC, CANADA
G1R 2J1
800/463-2686
Producers of the Ad Lib Card, a music synthesizer card for MS DOS computers ($75.00) that enhances the sound of some existing programs.

Adaptive Rehabilitation Tech. Inc.
5 Bessom Street, Suite 175
Marblehead, MA 01945
617/639-1930
FAX 631-9928
A nonprofit organization that provides support and information on computer technologies and adaptive equipment of all kinds for persons with disabilities. Sponsors of Abilities Expo, an annual conference.

Apple Computer Company
20525 Mariani Avenue
Cupertino, CA 95014
408/973-3708
Makers of Apple computers.

Apple Support Center
5130 Plaza Boulevard Parkway
Charlotte, NC 28210
704/357-4500
Headquarters for Apple's special purchasing program for teachers.

Apple Support Center
5655 Meadowbrook Court
Rolling Meadows, IL 60008
312/806-3600

Apple Support Center
904 Caribbean Drive
Sunnyvale, CA 94089
408/734-9790

Chariot Software Group
3659 india Street, Suite 100C
San Diego, CA 92103
800/242-7468
619/298-0202
FAX 619/491-0021
A good source of freeware and shareware titles for the Mac. Each title costs $3.00.

Covox Inc.
675 Conger Street
Eugene, OR 97402
503/342-1271
Makers of sound enhancement hardware for IBM computers.

Developmental Equipment, Inc.
Building 115
1000 North Rand Road
Wauconda, IL 60084
312/526-2682
Makers of the Single Switch Software, The Adaptive Firmware Card (tm), and Keinx.

DIL International
2115, Boivin Street
Sainte-Foy, (Quebec) CANADA
G1V 1N6
800/463-6632
418/687-9788
FAX 418/527-0642
Makers of The Extrateletactograph, Mary Marvel and Willy Wiz at the Costume Ball, Mary Marvel and Willy Wiz in the Garden, The Wonderworker ($99.95).

Dunamis, Inc.
3620 Highway 317
Suwanee, GA 30174
800/828-2443
FAX 404/932-0486
Producer of the PowerPad ($249.95). Also sells 10 special education programs for the PowerPad.

Edmark Corporation
6727 185th Ave N.E.
Redmond, WA 98052
800/426-0856
206/861-8200
FAX 206/746-3962
Producers of the Touch Window ($230.00) for the Apple or IBM.

Egghead Discount Software
22011 S.E. 51st Street
Issaquah, WA 98027
800-EGGHEAD
A good place to purchase software at discount prices.

Forty-Seventh Street Photo
36 East 19th Street
New York, NY 10003
800/221-7774
A discount mail order computer dealer. A good place to call to check hardware prices.

Hach Associates, Inc.
P.O. Box 10849
Winston-Salem, NC 27108
800/624-7968
FAX 919/759-9353
Producers of the Concept Keyboard ($495), a touch sensitive pad which attaches to Apple or IBM computers and allows more than one person to use a program. Useful for special education settings.

Hear You Are, Inc.
4 Musconetcong Avenue
Stanhope, NJ 07874
201/347-7662
A good source for assistive listening devices for the hearing impaired.

Koala Technologies, Corp.
70 North Second Street
San Jose, CA 95113
408/287-6311
408/287-6278
Makers of the Koala Pad touch tablet ($139.95) and Koala Pad Graphics Exhibitor.

Logitech
6505 Kaiser Drive
Fremont, CA
800/231-7717
Makers of the Kidz Mouse ($79.00), a mouse designed especially for children to use with IBM or compatible computers.

Only the Best Software Guide
Education News Service
P.O. Box 1789
Carmichael, CA 95609
916/483-6159
A useful guide to highly rated software for K–12 ($27.95 per copy).

PC-SIG
1030-D East Duane Avenue
Sunnyvale, CA 94086
800/245-6717
A shareware vendor that distributes 2,700 titles for $3.99 per disk. Also publishes *ShareWare Magazine.*

Prodigy
445 Hamilton
White Plains, NY 10601
800/PRODIGY
An on-line service that includes some early childhood software (see Tom Snyder Productions). Service fee is $12.95 per month.

Public Brand Software
P.O. Box 51315
Indianapolis, IN 46251
800/426-3475
A ShareWare vendor that distributes 3,500 titles for $5.00 per disk.

Public (software) Library
P.O. Box 35705
Houston, TX 77235-5705
800/242-4775
A ShareWare vendor that distributes 5,000 programs for $5.00 per disk.

RC Systems, Inc.
121 West Winesap Road
Bothell, WA 98012
206/672-6909
Makers of the Slotbuster II ($149.95).

Reasonable Solutions
2101 West Main Street
Medford, OR 97501
800/876-3475
FAX 503/773-7803
A good source for ShareWare for MS DOS computers.

ShareWare Magazine
1030 D East Duane Avenue
Sunnyvale, CA 94086
408/730-9291
FAX 408/730-2107
A bi-monthly magazine on ShareWare Software.

Software Excitement!
P.O. Box 3072
6475 Crater Lake Highway
Central Point, OR 97502
800/444-5457
FAX 503/826-8090
A ShareWare vendor that distributes titles for $3.00 each.

Street Electronics
6420 Via Real
Carpinteria, CA 93013
805/684-4593
Makers of speech synthesizers
For Apple
(Echo II $129.95 — IIGS, IIe)
(Echo LC $129.95 — for Mac LC, Apple IIc+, IIc)
For MS DOS
(Echo PC II $99.95).

TSL
(The Software Labs)
3767 Overland Avenue, #112-115
Los Angeles, CA 90034
800/359-9998
A ShareWare vendor that distributes 1,000 titles at $3.69 each.

Unicorn Engineering, Inc.
5221 Central Avenue, Suite 205
Richmond, CA 94804
800/899-6687
510/528-0670
Makers of the Unicorn Smart Keyboard, an adaptive keyboard for children with special needs for Apple II, Mac, and IBM computers; employs the use of bar-coded overlays. $395.00

Walt Disney Software
500 S. Buena Vista Street
20th Floor
Burbank, CA 91521
818/567-5360
800/688-1520
Makers of the Sound Source, a battery-powered peripheral for MS DOS computers enabling clear speech and music with software designed to accommodate it. $39.95

APPENDIX 3
SOFTWARE LISTING BY TOPIC

The following lists classify software programs according to topic. A program is included under a topic if all or some of its content deals with that topic. The topics are as follows: classification, clocks, counting, creative projects, dinosaurs, drawing, keyboard skills, language, memory practice, ordering, plants and animals, spatial relations, special education, temporal relations, and word processing.

CLASSIFICATION

Title — Description **Final Rating**

Animated Memory — Matching, memory practice, animation 70 ◆◆◆◆◆◆◆
Animated Shapes — Shapes and colors 71 ◆◆◆◆◆◆◆
Color Find — Matching colors 69 ◆◆◆◆◆◆
Colors and Shapes — Color ID, visual discrimination 76 ◆◆◆◆◆◆◆
Comparison Kitchen — Compare and categorize pictures 72 ◆◆◆◆◆◆◆
Concentrate! — Short-term memory skills 80 ◆◆◆◆◆◆◆◆
Costume Ball, The — Variety of basic skills 62 ◆◆◆◆◆◆
Cotton's First Files — Beginning database management 77 ◆◆◆◆◆◆◆
Country Combo — Creative experience 26 ◆◆
Curious George Goes Shopping — Classifying into categories 65 ◆◆◆◆◆◆
Curious George in Outer Space — Size comparisons 62 ◆◆◆◆◆◆
Dinosaurs — Reading, math, and memory skills 65 ◆◆◆◆◆◆
Early & Advanced Switch Games — Cause/effect, matching, counting 75 ◆◆◆◆◆◆◆
Early Concepts Skillbuilder Series — Matching, prepositions 60 ◆◆◆◆◆◆
Early Elementary I — Counting and matching 27 ◆◆
Early Games — Counting, letters, and drawing 60 ◆◆◆◆◆◆
Early Skills — Shape and word discrimination 61 ◆◆◆◆◆◆
Easy Street — Classification, matching, counting 84 ◆◆◆◆◆◆◆◆
Fun With Colors — Color recognition 66 ◆◆◆◆◆◆
Fun With Memory — Memory 77 ◆◆◆◆◆◆◆
Garden, The — Functional intelligence, social skills 62 ◆◆◆◆◆◆
Gertrude's Secrets — Classifying and seriating 84 ◆◆◆◆◆◆◆◆

Inside Outside Shapes — Six shapes and corresponding words 76 ◆◆◆◆◆◆◆
KidsTime — Letters, numbers, matching, writing, music 82 ◆◆◆◆◆◆◆◆
Kinder Critters — Addresses, phone numbers, and letter recognition 70 ◆◆◆◆◆◆◆
Kindercomp — Matching, U/L-case practice, drawing 68 ◆◆◆◆◆◆
Kindercomp Golden Edition — Counting, letters, matching, and drawing 70 ◆◆◆◆◆◆◆
Learning Shapes — Practice with four basic shapes 66 ◆◆◆◆◆◆
Learning Sight Words — Matching and typing sight words 56 ◆◆◆◆◆
Letter Games — Letter recognition 34 ◆◆◆
Lexia I, II, III — Word recognition skills 87 ◆◆◆◆◆◆◆◆
Lion's Workshop — Visual discrimination 49 ◆◆◆◆
Logic Blocks — Understanding geometry, patterns, and logic 86 ◆◆◆◆◆◆◆◆
Match Maker (Beginning) — Matching objects 77 ◆◆◆◆◆◆◆
Match-On-A-Mac — Matching letters, shapes, numbers 79 ◆◆◆◆◆◆◆
Math and Me — Shapes, patterns, numbers, and addition 78 ◆◆◆◆◆◆◆
McGee — Independent exploration 78 ◆◆◆◆◆◆◆
McGee at the Fun Fair — Exploring, talking about actions 83 ◆◆◆◆◆◆◆◆
Memory Building Blocks — Visual and auditory memory skills 83 ◆◆◆◆◆◆◆◆
Mickey's Colors & Shapes — Colors and shapes 72 ◆◆◆◆◆◆◆
Millie's Math House — Early math skills 97 ◆◆◆◆◆◆◆◆◆◆
Mixed-Up Mother Goose — Nursery rhymes, using maps, memory practice 80 ◆◆◆◆◆◆◆◆
Moptown Parade — Classification and seriation 55 ◆◆◆◆◆
Muppet Word Book — Letters and words 82 ◆◆◆◆◆◆◆◆
Muppetville — Classifying, memory skills 87 ◆◆◆◆◆◆◆◆
Now You See It, Now You Don't — Memory skills 79 ◆◆◆◆◆◆◆
Observation and Classification — Classification skills 80 ◆◆◆◆◆◆◆◆
Odd One Out — Matching/discrimination 74 ◆◆◆◆◆◆◆
Ollie and Seymour — Pedestrian safety, readiness skills 77 ◆◆◆◆◆◆◆
Ollie Compares It — Avoiding common letter reversals 64 ◆◆◆◆◆◆
Ollie Finds It! — Matching shapes, letters, and words 67 ◆◆◆◆◆◆
Ollie Hears and Remembers — Auditory memory skills 64 ◆◆◆◆◆◆
Ollie Hears and Sequences — Auditory memory skills 64 ◆◆◆◆◆◆
Ollie Letters It — Matching upper- and lower-case letters 64 ◆◆◆◆◆◆
Ollie Matches It — Matching beginning and ending letters 64 ◆◆◆◆◆◆
Ollie Numbers It — Numeral/set association 64 ◆◆◆◆◆◆
Ollie Remembers It — Visual memory 66 ◆◆◆◆◆◆
Ollie Remembers Numbers! — Visual memory 66 ◆◆◆◆◆◆
Ollie Sequences It! — Visual memory 66 ◆◆◆◆◆◆
One Banana More — Reading readiness, counting 34 ◆◆◆
Parquetry and Pictures — Visual perception, parts and wholes, directions 76 ◆◆◆◆◆◆◆
Patterns — Pattern recognition: shapes, sounds 79 ◆◆◆◆◆◆◆
Patterns and Sequences — Matching/discrimination 72 ◆◆◆◆◆◆◆
Perception, Inc. — Problem solving and thinking skills 71 ◆◆◆◆◆◆◆
Perfect Fit — Spatial relationships and picture recognition 70 ◆◆◆◆◆◆◆

Peter's Growing Patterns — Pattern recognition 73 ◆◆◆◆◆◆◆
Picture Chompers — Classification practice 79 ◆◆◆◆◆◆◆
Preschool IQ Builder I — Concepts of same and different 38 ◆◆◆
Preschool IQ Builder II — Matching, shapes, numbers, letters 43 ◆◆◆◆
Preschool Pack — Letters, numbers, and shapes 79 ◆◆◆◆◆◆◆
Reader Rabbit's Ready for Letters — Matching, sorting, patterns, letters, word meanings 90 ◆◆◆◆◆◆◆◆◆
Reading and Me — Matching, classifying, recognizing 79 ◆◆◆◆◆◆◆
Reading Helpers — Reading skills 69 ◆◆◆◆◆◆
Reading Starters — Reading skills 63 ◆◆◆◆◆◆
Same and Different — Matching 64 ◆◆◆◆◆◆
Same or Different — Visual discrimination, matching 55 ◆◆◆◆◆
Sesame Street Big Bird's Special Delivery — Object recognition 31 ◆◆◆
Sesame Street Ernie's Magic Shapes — Visual discrimination practice 45 ◆◆◆◆
Sesame Street Grover's Animal Adventures — Classifying animals 76 ◆◆◆◆◆◆◆
Sesame Street Learning Library 2 — Problem solving, classifying animals NR
Shape & Color Rodeo — Recognizing shapes and colors 73 ◆◆◆◆◆◆◆
Shape Starship — Matching attributes 65 ◆◆◆◆◆◆
Shapes & Patterns — Visual discrimination, cognitive skills 66 ◆◆◆◆◆◆
Shutterbug's Patterns — Sequencing, pattern recognition 36 ◆◆◆
Size and Logic — Size discrimination, patterns 77 ◆◆◆◆◆◆◆
Snapdragon — Classification, discovery, coloring 83 ◆◆◆◆◆◆◆◆
Snoopy's Game Club — Problem solving and observation skills 79 ◆◆◆◆◆◆◆
SocPix — Classification (class membership) 61 ◆◆◆◆◆◆
Stars & Planets — Counting, planets, prereading, creativity 62 ◆◆◆◆◆◆
Stickybear Town Builder — Map skills 80 ◆◆◆◆◆◆◆◆
Stop, Look, and Listen! — Matching, upper/lower-case letters, numbers, and clocks 64 ◆◆◆◆◆◆
Talk About a Walk — Classifying household objects 56 ◆◆◆◆◆
Talking ABC's — Letter recognition 43 ◆◆◆◆
Talking Animals Activity Set — Matching animals with sounds 74 ◆◆◆◆◆◆◆
Talking Colors and Shapes — Basic colors and shapes 49 ◆◆◆◆
Talking Verbs — Language development 80 ◆◆◆◆◆◆◆◆
Ted Bear Games — Memory practice 83 ◆◆◆◆◆◆◆◆
Teddy and Iggy — Sequential memory practice 78 ◆◆◆◆◆◆◆
Teddy's Playground — Practice with colors and shapes 80 ◆◆◆◆◆◆◆◆
Touch and Match — Classification 65 ◆◆◆◆◆◆
Touch and See — Memory skills 61 ◆◆◆◆◆◆
Treasure Mountain — Reading, thinking, math, and science 82 ◆◆◆◆◆◆◆◆
Treehouse, The — Math skills, language, animals, music 92 ◆◆◆◆◆◆◆◆◆
What's in a Frame? — Memory practice by context clues 81 ◆◆◆◆◆◆◆◆
What's Next — Sequencing skills 74 ◆◆◆◆◆◆◆
Winker's World of Patterns — Inferring and recognizing patterns 82 ◆◆◆◆◆◆◆◆

Woolly Bounce — Force and motion 83 ◆◆◆◆◆◆◆◆
Woolly's Garden — Knowledge of plants, regulation of variables 84 ◆◆◆◆◆◆◆◆
Word Factory — Word discrimination 22 ◆◆
Words & Concepts — Vocabulary training 80 ◆◆◆◆◆◆◆◆
Words & Concepts II — Vocabulary training 80 ◆◆◆◆◆◆◆◆
Words & Concepts III — Vocabulary training 80 ◆◆◆◆◆◆◆◆
Working With the Alphabet — Alphabetical order and letter recognition 63 ◆◆◆◆◆◆
Wunder Book — Matching, letter recognition 80 ◆◆◆◆◆◆◆◆

CLOCKS

Title — Description **Final Rating**

Boars Tell Time, The — Clock skills 68 ◆◆◆◆◆◆
Caveman Clockwork — Time concepts 45 ◆◆◆◆
Clock Works — Clock-reading skills, units of time 72 ◆◆◆◆◆◆◆
Exploring Measurement, Time, & Money — Units of time 86 ◆◆◆◆◆◆◆◆
Kid Desk — Children's file manager 90 ◆◆◆◆◆◆◆◆◆◆
Kieran — Letters, numbers, clocks 70 ◆◆◆◆◆◆◆
Learning About Numbers — Counting, clocks, basic math facts 78 ◆◆◆◆◆◆◆
Little People Farm Creativity Kit — Seasons, farms, farm words, cutout products 81 ◆◆◆◆◆◆◆◆
Playroom, The — Letters, numbers, and time 91 ◆◆◆◆◆◆◆◆◆◆
School Mom — Basic skills practice, clocks 54 ◆◆◆◆◆
Stop, Look, and Listen! — Matching, upper/lower-case letters, numbers, and clocks 64 ◆◆◆◆◆◆
Talking Classroom — A variety of school-related subjects 75 ◆◆◆◆◆◆◆
Talking Clock — Clock-reading skills 65 ◆◆◆◆◆◆
Telling Time — Clock practice 34 ◆◆◆
Time & Money Adventures of Lollipop Dragon — Practice with units of time and money 61 ◆◆◆◆◆◆
Time Master — Clock practice 25 ◆◆
Tommy the Time Turtle — Reading conventional clocks 38 ◆◆◆
Treehouse, The — Math skills, language, animals, music 92 ◆◆◆◆◆◆◆◆◆◆
Working With Days and Months — Order of the days and months 63 ◆◆◆◆◆◆
Working With Time — Matching clock faces 63 ◆◆◆◆◆◆

COUNTING

Title — Description **Final Rating**

A-Maze-ing Mouse — Letters, numbers, and shapes 62 ◆◆◆◆◆◆
Amy's First Primer 2.2 — Letters, counting, shapes, etc. 71 ◆◆◆◆◆◆◆
Animated Math — Counting, math facts 71 ◆◆◆◆◆◆◆
Arithmetic Critters — Counting, addition, and subtraction 78 ◆◆◆◆◆◆◆
Balancing Bear — Comparing amounts, addition, etc. 77 ◆◆◆◆◆◆◆

Base Ten Blocks — Develop understanding of patterns 86 ◆◆◆◆◆◆◆◆
Berenstain Bears Learn About Counting, The — Counting up to 9 76 ◆◆◆◆◆◆◆
Bike Hike — Memory, recall of objects 41 ◆◆◆◆
Bozons' Quest — Cognitive strategies, left/right skills 78 ◆◆◆◆◆◆◆
Brandon's Bigbox — Letter recognition 51 ◆◆◆◆◆
CCC Instructional System — Instructional practice in all curriculum areas 78 ◆◆◆◆◆◆◆
Charlie Brown's 1-2-3's — Numeral recognition, counting 67 ◆◆◆◆◆◆
Chutes and Ladders — Counting 58 ◆◆◆◆◆
Clock Works — Clock-reading skills, units of time 72 ◆◆◆◆◆◆◆
Coin Works — Value of coins 71 ◆◆◆◆◆◆◆
Conservation and Counting — Counting skills 71 ◆◆◆◆◆◆◆
Counters — Counting experiences 69 ◆◆◆◆◆◆
Counting and Ordering — 1-9 counting, numeral recognition 56 ◆◆◆◆◆
Counting Critters 1.0 — Counting and early math concepts 81 ◆◆◆◆◆◆◆◆
Diskovery Adding Machine — Counting, addition skills 69 ◆◆◆◆◆◆
Diskovery Take Away Zoo — Counting, subtraction practice 68 ◆◆◆◆◆◆
Dot-to-Dot Construction Set — Counting, problem solving 72 ◆◆◆◆◆◆◆
Early Games — Counting, letters, and drawing 60 ◆◆◆◆◆◆
Early Math — Counting, numerical order 43 ◆◆◆◆
Easy Street — Classification, matching, counting 84 ◆◆◆◆◆◆◆◆
Emerging Literacy Program — Language, independence, prediction, etc. 89 ◆◆◆◆◆◆◆◆
Exploring Measurement, Time, & Money —
Units of time, measurement, and money 86 ◆◆◆◆◆◆◆◆
Estimation — Estimation of length, area, & time units 78 ◆◆◆◆◆◆◆
Fish Scales — Measurement 78 ◆◆◆◆◆◆◆
Fun With Numbers — Numeral recognition, adding, subtracting 59 ◆◆◆◆◆
Getting Ready to Read and Add — Numerals, U/L- case letters 63 ◆◆◆◆◆◆
Hobo's Luck — Counting and probability 54 ◆◆◆◆◆
Hop To It! — Number lines 80 ◆◆◆◆◆◆◆◆
I Can Count — Counting up to 10 40 ◆◆◆◆
I Can Count the Petals of a Flower — Counting 56 ◆◆◆◆◆
I Love You in the Sky, Butterfly — Language experience, thematic material 89 ◆◆◆◆◆◆◆◆
Introduction to Counting — Counting 66 ◆◆◆◆◆◆
KidsMath — Basic math skills 83 ◆◆◆◆◆◆◆◆
KidsTime — Letters, numbers, matching, etc. 82 ◆◆◆◆◆◆◆◆
Kieran — Letters, numbers, clocks, etc. 70 ◆◆◆◆◆◆◆
Kinder Koncepts MATH — Number and math skills 57 ◆◆◆◆◆
Kindercomp Golden Edition — Counting, letters, matching 70 ◆◆◆◆◆◆◆
Kindermath II — Math fundamentals 57 ◆◆◆◆◆
Knowing Numbers — Fundamental math skill practice 67 ◆◆◆◆◆◆
Learn to Add — Matching numbers, math facts 75 ◆◆◆◆◆◆◆
Learning Numbers — Counting from 1 to 5 63 ◆◆◆◆◆◆
Marvin the Moose Volume 1 — Reading comprehension and social skills 64 ◆◆◆◆◆◆
Marvin the Moose Volume 2 — Reading comprehension and social skills 64 ◆◆◆◆◆◆

Match-On-A-Mac — Matching letters, shapes, numbers 79 ◆◆◆◆◆◆◆
Math and Me — Shapes, patterns, numbers, addition 78 ◆◆◆◆◆◆◆
Math Blaster Plus — Basic math facts practice 85 ◆◆◆◆◆◆◆◆
Math Concepts Level P — Math concepts and symbols 73 ◆◆◆◆◆◆◆
Math Magic — Math facts (add, sub., mult., div.) 53 ◆◆◆◆◆
Math Maze — Basic math facts 52 ◆◆◆◆◆
Math Rabbit — Counting, matching sets, etc. 78 ◆◆◆◆◆◆◆
Math Sequences — Number readiness 69 ◆◆◆◆◆◆
Mathematics Level A — Whole numbers, addition, subtraction 69 ◆◆◆◆◆◆
Mathosaurus Level K — Beginning number concepts 72 ◆◆◆◆◆◆◆
Measure Works — Practice with measurements 80 ◆◆◆◆◆◆◆◆
Mickey's 123's — Counting from 1 to 9 74 ◆◆◆◆◆◆◆
Mickey's Runaway Zoo: Fun With Numbers — Counting 1 to 9 60 ◆◆◆◆◆◆
Millie's Math House — Early math skills 97 ◆◆◆◆◆◆◆◆◆◆
Money Works — Money skills 76 ◆◆◆◆◆◆◆
Monkey Math — Basic math facts, numerical order 49 ◆◆◆◆
Muppets on Stage — Counting skills, letter recognition 81 ◆◆◆◆◆◆◆◆
Muppetville — Classifying, memory skills 87 ◆◆◆◆◆◆◆◆
Number Farm — Counting skills 78 ◆◆◆◆◆◆◆
Number Sea Hunt — Counting, adding, number order, subtracting 66 ◆◆◆◆◆◆
NumberMaze — Practice with basic math facts 81 ◆◆◆◆◆◆◆◆
Numbers — Numeral discovery, counting 58 ◆◆◆◆◆
Ollie Numbers It — Numeral, set association 64 ◆◆◆◆◆◆
Operation: MathMine — Logical thinking, problem solving, basic facts 76 ◆◆◆◆◆◆◆
Path-Tactics — Counting, basic math facts 69 ◆◆◆◆◆◆
Peter's Growing Patterns — Pattern recognition 73 ◆◆◆◆◆◆◆
Playroom, The — Letters, numbers, and time 91 ◆◆◆◆◆◆◆◆◆
Preschool Pack — Letters, numbers, and shapes 79 ◆◆◆◆◆◆◆
Princess and the Pea, The — Creative writing 89 ◆◆◆◆◆◆◆◆
Rosie the Counting Rabbit — Language experience 89 ◆◆◆◆◆◆◆◆
School Bus Driver — Coordination, judgment, and recall 73 ◆◆◆◆◆◆◆
Sesame Street Astro-Grover — Counting, adding, and subtracting 41 ◆◆◆◆
Sesame Street Learning Library 1 — Matching, counting, adding, subtracting NR
Silly Letters & Numbers — Letter and numeral recognition 70 ◆◆◆◆◆◆◆
Simple Addition — Addition with sums less than nine 69 ◆◆◆◆◆◆
Stars & Planets — Counting, planets, etc. 62 ◆◆◆◆◆◆
Stepping Stones Level I — Letters, numbers, and words 59 ◆◆◆◆◆
Stepping Stones Level II — Vocabulary, counting, adding 58 ◆◆◆◆◆
Stickybear Math — Counting, addition, subtraction 81 ◆◆◆◆◆◆◆◆
Stickybear Numbers — Counting from 0 to 9 75 ◆◆◆◆◆◆◆
Stop, Look, and Listen! — Matching, upper/lower-case letters, numbers, and clocks 64 ◆◆◆◆◆◆
Talking Alpha Chimp — Letter recognition, counting 84 ◆◆◆◆◆◆◆◆
Talking Animals Activity Set — Matching six animals with sounds 74 ◆◆◆◆◆◆◆

Talking Dinosaurs — Dinosaur names, counting 53 ◆◆◆◆◆
Talking Money — Units of money 60 ◆◆◆◆◆◆
Talking Numbers — Counting 41 ◆◆◆◆
Talking School Bus — Directions, counting, animal sounds 77 ◆◆◆◆◆◆◆
Teddy Bears Counting Fun — Counting skills 32 ◆◆◆
Three Little Pigs, The — Creative writing 89 ◆◆◆◆◆◆◆◆
Time & Money Adventures of Lollipop Dragon — Practice with units of time and money 61 ◆◆◆◆◆◆
Treehouse, The — Math skills, base ten, carrying 92 ◆◆◆◆◆◆◆◆◆
Webster's Numbers — Basic math concepts 67 ◆◆◆◆◆◆
Winker's World of Numbers — Patterns in sequences of numbers 82 ◆◆◆◆◆◆◆◆
Winker's World of Patterns — Inferring and recognizing patterns 82 ◆◆◆◆◆◆◆◆
Working With Numbers — Counting and numerical order 63 ◆◆◆◆◆◆
Young Math — Addition and subtraction equations 75 ◆◆◆◆◆◆◆

CREATIVE PROJECTS

Title — Description **Final Rating**

ABC's — Coloring pictures 80 ◆◆◆◆◆◆◆◆
Bake & Taste — Reading skills, following directions 83 ◆◆◆◆◆◆◆◆
Bald-Headed Chicken, The — Language experience 89 ◆◆◆◆◆◆◆◆
Barbie Design Studio — A design and print program 71 ◆◆◆◆◆◆◆
Berenstain Bears Fun With Colors, The — Coloring and creating with stickers 86 ◆◆◆◆◆◆◆◆
Big Book Maker — Printing utility program NR
Brand New View, A — Language experience 89 ◆◆◆◆◆◆◆◆
Children's Writing & Publishing Center — Creative writing 86 ◆◆◆◆◆◆◆◆
Color 'n' Canvas — Visual art, drawing, painting, etc. 91 ◆◆◆◆◆◆◆◆◆
Color Me — Drawing, creating 89 ◆◆◆◆◆◆◆◆
Cotton Tales — Word processing, language development 78 ◆◆◆◆◆◆◆
Cotton's First Files — Beginning database management 77 ◆◆◆◆◆◆◆
Country Combo — Creative experience 26 ◆◆
Delta Drawing Today — Drawing, early programming concepts 81 ◆◆◆◆◆◆◆◆
Designasaurus — Dinosaurs 57 ◆◆◆◆◆
Dinosaur Days Plus — Creation of writing and graphics 69 ◆◆◆◆◆◆
Dinosaurs Are Forever — Coloring pictures 80 ◆◆◆◆◆◆◆◆
Dr. Peet's Talk/Writer — Language exploration and skills 79 ◆◆◆◆◆◆◆
Early & Advanced Switch Games — Cause/effect, matching, counting, scanning 75 ◆◆◆◆◆◆◆
Early Games — Counting, letters, and drawing 60 ◆◆◆◆◆◆
Easy Color Paint 3.0 — Drawing 84 ◆◆◆◆◆◆◆◆
Electric Company: Picture Place — Vocabulary and word recognition 58 ◆◆◆◆◆
Electronic Builder — Shapes, spatial thinking 82 ◆◆◆◆◆◆◆◆
Electronic Easel — Drawing pictures 73 ◆◆◆◆◆◆◆
Emerging Literacy Program — Language, independence, prediction, etc. 89 ◆◆◆◆◆◆◆◆

ESL Writer — Word processing 79 ◆◆◆◆◆◆◆

Extrateletactograph, The — Drawing and writing stories 73 ◆◆◆◆◆◆◆

Facemaker Golden Edition — Creativity, memory 75 ◆◆◆◆◆◆◆

Fairy Tale Factory — Creating and printing stories 78 ◆◆◆◆◆◆◆

Farm, The — Creation of a microworld 80 ◆◆◆◆◆◆◆◆

FirstWriter — Creative writing 76 ◆◆◆◆◆◆◆

Fun on the Farm — Coloring pictures 80 ◆◆◆◆◆◆◆◆

Fun With Colors — Color recognition 66 ◆◆◆◆◆◆

Fun With Drawing — Drawing pictures 71 ◆◆◆◆◆◆◆

Great Leap, A — Language experience 89 ◆◆◆◆◆◆◆◆

Holidays & Seasons — Coloring pictures 80 ◆◆◆◆◆◆◆◆

Human Being Machine, The — Body parts, sequencing, scanning 78 ◆◆◆◆◆◆◆

I Love You in the Sky, Butterfly — Language experience 89 ◆◆◆◆◆◆◆◆

Integrated Learning System — Math and reading, K-9 79 ◆◆◆◆◆◆◆

Just Around the Block — Language experience 89 ◆◆◆◆◆◆◆◆

Kermit's Electronic Storymaker — Words and their meaning 77 ◆◆◆◆◆◆◆

Keytalk — A beginning literacy activity 76 ◆◆◆◆◆◆◆

Kid Works — Creative writing, drawing, creating 90 ◆◆◆◆◆◆◆◆◆

Kid Works 2 — Creative writing, drawing, creating 91 ◆◆◆◆◆◆◆◆◆

KidPix — Creation of visual effects 93 ◆◆◆◆◆◆◆◆◆

KidPix Companion — Creation in video and print media NR

KidsTime — Letters, numbers, matching, writing 82 ◆◆◆◆◆◆◆◆

Kidsword — Large-type word processing 55 ◆◆◆◆◆

KidWare 2 Learning Center — Variety of skills and experiences 71 ◆◆◆◆◆◆◆

Kidwriter — Creating computer storybooks 73 ◆◆◆◆◆◆◆

Kindercomp — Matching, drawing, etc. 68 ◆◆◆◆◆◆

Kindercomp Golden Edition — Counting, letters, drawing, etc. 70 ◆◆◆◆◆◆◆

Koala Pad Graphics Exhibitor — Drawing 76 ◆◆◆◆◆◆◆

Learn About: Animals — Animals, environments, etc. 80 ◆◆◆◆◆◆◆◆

Learn About: Plants — Plants, environments, etc. 80 ◆◆◆◆◆◆◆◆

Learning Shapes — Practice with four basic shapes 66 ◆◆◆◆◆◆

Let's Go To Hannah's House — Pre-literacy skills 48 ◆◆◆◆

Little People Farm Creativity Kit —
Seasons, farms, farm words, cutout products 81 ◆◆◆◆◆◆◆◆

Little People Main Street Creativity Kit —
Exploring a street, creating with paper cutouts 78 ◆◆◆◆◆◆◆

Logic Blocks — Understanding of geometry, patterns 86 ◆◆◆◆◆◆◆◆

Looney Tunes Print Kit — Creating printed materials 46 ◆◆◆◆

Magic Crayon — Drawing with arrow keys 75 ◆◆◆◆◆◆◆

Magic Melody Box — Creating music 59 ◆◆◆◆◆

Magic Slate — Word processing 81 ◆◆◆◆◆◆◆◆

Make-A-Book — Creation of books 67 ◆◆◆◆◆◆

Marvin the Moose Volume 1 — Reading comprehension and social skills 64 ◆◆◆◆◆◆

Marvin the Moose Volume 2 — Reading comprehension and social skills 64 ◆◆◆◆◆◆

Mask Parade — Creative design 84 ◆◆◆◆◆◆◆◆
Measure Works — Practice with measurements 80 ◆◆◆◆◆◆◆◆
Mickey & Minnie's Fun Time Print Kit — Creating printed products 79 ◆◆◆◆◆◆◆
Microzine Jr. — Habitats, making masks, programming 81 ◆◆◆◆◆◆◆◆
Millie's Math House — Early math skills 97 ◆◆◆◆◆◆◆◆◆
Milliken Storyteller, The — Early reading skills 82 ◆◆◆◆◆◆◆◆
Monsters & Make-Believe — A graphics program with text-writing feature 69 ◆◆◆◆◆◆
Mural Maker — Creating print products 58 ◆◆◆◆◆
Music — Seriation of pitch 59 ◆◆◆◆◆
Music Maker — Creation of music 65 ◆◆◆◆◆◆
My Grand Piano — Learning notes, playing familiar songs 79 ◆◆◆◆◆◆◆
My Words — Language experience 78 ◆◆◆◆◆◆◆
Not Too Messy, Not Too Neat — Language experience 89 ◆◆◆◆◆◆◆◆
Notable Phantom, The — Musical notation, pitch recognition 66 ◆◆◆◆◆◆
Paint With Words — Word recognition 73 ◆◆◆◆◆◆◆
Pattern Blocks 2.1 — Visual imagery, symmetry 77 ◆◆◆◆◆◆◆
Patterns — Pattern recognition: shapes, sounds 79 ◆◆◆◆◆◆◆
Peter's Growing Patterns — Pattern recognition 73 ◆◆◆◆◆◆◆
Picture Perfect — Draw, color, and write 79 ◆◆◆◆◆◆◆
Playroom, The — Letters, numbers, and time 91 ◆◆◆◆◆◆◆◆◆
Primary Editor Plus — Word processing, drawing, making banners 74 ◆◆◆◆◆◆◆
Princess and the Pea, The — Creative writing 89 ◆◆◆◆◆◆◆◆
Princess and the Pea: Explore-a-Story Plus — Exploring stories, creating printed products 83 ◆◆◆◆◆◆◆◆
Print Power — Creating printed materials 46 ◆◆◆◆
Print Shop, The — Creation of printed materials 85 ◆◆◆◆◆◆◆◆
Puzzle Master — Problem solving (puzzles) 79 ◆◆◆◆◆◆◆
Rainbow Painter — Drawing 80 ◆◆◆◆◆◆◆◆
Read, Write, & Publish 1 — Word processing, illustrating 81 ◆◆◆◆◆◆◆◆
Robot Writer Plus — A graphics program with text-writing feature 69 ◆◆◆◆◆◆
Rosie the Counting Rabbit — Language experience 89 ◆◆◆◆◆◆◆◆
Rosie the Counting Rabbit: Explore-a-Story Plus — Exploring stories, creating printed products 83 ◆◆◆◆◆◆◆◆
School Mom — Basic skills practice 54 ◆◆◆◆◆
Sesame Street Crayon: Letters for You — Coloring pictures 80 ◆◆◆◆◆◆◆◆
Sesame Street Crayon: Numbers Count — Coloring pictures 80 ◆◆◆◆◆◆◆◆
Sesame Street Crayon: Opposites Attract — Coloring pictures 80 ◆◆◆◆◆◆◆◆
Sesame Street First Writer — Writing & printing 81 ◆◆◆◆◆◆◆◆
Sesame Street Print Kit — Creating printed materials 46 ◆◆◆◆
Sleepy Brown Cow, The — Language experience 89 ◆◆◆◆◆◆◆◆
Snapdragon — Classification, discovery, coloring 83 ◆◆◆◆◆◆◆◆
Stars & Planets — Counting, planets, prereading, creativity 62 ◆◆◆◆◆◆
Stickers — Creative activity 79 ◆◆◆◆◆◆◆
Stickybear Printer — "Printing fun for everyone" 43 ◆◆◆◆

Stone Soup — Creative writing 89 ◆◆◆◆◆◆◆◆

Stone Soup: Explore-a-Story Plus — Exploring stories, creating printed products 83 ◆◆◆◆◆◆◆◆

Storybook Weaver — Writing, illustrating, and printing storybooks 89 ◆◆◆◆◆◆◆◆

Super GS Award Maker — Teacher's utility: printing award certificates NA

SuperPrint for the Macintosh — Creation of printed materials 86 ◆◆◆◆◆◆◆◆

Surrounding Patterns — Visual imagery, symmetry 77 ◆◆◆◆◆◆◆

Talking Animals Activity Set — Matching animals with sounds, creating pictures 74 ◆◆◆◆◆◆◆

Talking Classroom — A variety of school-related subjects 75 ◆◆◆◆◆◆◆

Talking Textwriter — Exploration of written language 75 ◆◆◆◆◆◆◆

Teddy Bear-rels of Fun — Creating pictures, graphics, and stories 56 ◆◆◆◆◆

This Land Is Your Land — Coloring pictures 80 ◆◆◆◆◆◆◆◆

Three Little Pigs, The — Creative writing 89 ◆◆◆◆◆◆◆◆

Three Little Pigs, The: Explore-a-Story Plus — Exploring stories, creating printed products 83 ◆◆◆◆◆◆◆◆

Toybox — Exploration of the computer 56 ◆◆◆◆◆

Treehouse, The — Math skills, language, animals, etc. 92 ◆◆◆◆◆◆◆◆◆

What Makes a Dinosaur Sore? — Language experience 89 ◆◆◆◆◆◆◆◆

Where Did My Toothbrush Go? — Language experience 89 ◆◆◆◆◆◆◆◆

Whole Neighborhood, The — Creation of text and graphics 69 ◆◆◆◆◆◆

Write On: Primary Level — Writing NR

Zug's Dinosaur World — Dinosaur facts, memory, story elements 84 ◆◆◆◆◆◆◆◆

DINOSAURS

Title — Description **Final Rating**

Designasaurus — Learning about dinosaurs 57 ◆◆◆◆◆

Dinosaur Days Plus — Writing and graphics 69 ◆◆◆◆◆◆

Dinosaurs — Reading, math, and memory skills 65 ◆◆◆◆◆◆

Dinosaurs Are Forever — Coloring pictures 80 ◆◆◆◆◆◆◆◆

Once Upon a Time..., Volume I — Language experience, creation of stories 59 ◆◆◆◆◆

Simple Addition — Addition with sums less than nine 69 ◆◆◆◆◆◆

Talking Dinosaurs — Dinosaur names, counting 53 ◆◆◆◆◆

What Makes a Dinosaur Sore? — Language experience 89 ◆◆◆◆◆◆◆◆

Zug's Dinosaur World — Dinosaur facts, memory, story elements 84 ◆◆◆◆◆◆◆◆

DRAWING

Title — Description **Final Rating**

Color 'n' Canvas — Visual art, drawing, painting, symmetry 91 ◆◆◆◆◆◆◆◆◆

Color Me — Drawing, creating 89 ◆◆◆◆◆◆◆◆

Delta Drawing Today — Drawing, programming concepts 81 ◆◆◆◆◆◆◆◆

Dinosaurs Are Forever — Coloring pictures 80 ◆◆◆◆◆◆◆◆

Early Games — Counting, letters, and drawing 60 ◆◆◆◆◆◆

Easy Color Paint 3.0 — Drawing, creation of visual product 84 ◆◆◆◆◆◆◆◆
Electronic Easel — Drawing pictures 73 ◆◆◆◆◆◆◆
Extrateletactograph, The — Drawing and writing stories 73 ◆◆◆◆◆◆◆
Fun With Colors — Color recognition 66 ◆◆◆◆◆◆
Fun With Drawing — Drawing pictures 71 ◆◆◆◆◆◆◆
Kid Works — Creative writing, drawing, creating 90 ◆◆◆◆◆◆◆◆◆
Kid Works 2 — Creative writing, drawing, creating 91 ◆◆◆◆◆◆◆◆
KidPix — Creation of visual effects 93 ◆◆◆◆◆◆◆◆◆
Kindercomp — Matching, upper/lower-case practice, drawing 68 ◆◆◆◆◆◆
Kindercomp Golden Edition — Counting, letters, matching, and drawing 70 ◆◆◆◆◆◆◆
Koala Pad Graphics Exhibitor — Drawing 76 ◆◆◆◆◆◆◆
Magic Crayon — Drawing with arrow keys 75 ◆◆◆◆◆◆◆
Picture Perfect — Draw, color, and write 79 ◆◆◆◆◆◆◆
Primary Editor Plus — Word processing, drawing, making banners 74 ◆◆◆◆◆◆◆
Rainbow Painter — Drawing 80 ◆◆◆◆◆◆◆◆
School Mom — Basic skills practice 54 ◆◆◆◆◆
Stickers — Creative activity 79 ◆◆◆◆◆◆◆
Treehouse, The — Math skills, language, animals, music, and more 92 ◆◆◆◆◆◆◆◆◆

KEYBOARD SKILLS

Title — Description **Final Rating**

CCC Instructional System — Instructional practice in all curriculum areas 78 ◆◆◆◆◆◆◆
Computergarten — Keyboard skills, computer terms 27 ◆◆
Home Row — Keyboarding skills (touch-typing) 75 ◆◆◆◆◆◆◆
Jr. Typer — Touch typing 41 ◆◆◆◆
Kids on Keys — Letter recognition 62 ◆◆◆◆◆◆
Learning Letters — Matching letters 62 ◆◆◆◆◆◆
Magic Slate — Word processing 81 ◆◆◆◆◆◆◆◆
Mario Teaches Typing — Typing skills and practice 88 ◆◆◆◆◆◆◆◆
Silly Letters & Numbers — Letter and numeral recognition 70 ◆◆◆◆◆◆◆

LANGUAGE

Title — Description **Final Rating**

1-2-3 Sequence Me — Sequencing skills 75 ◆◆◆◆◆◆◆
ABC-123 Activities for Learning — Matching, alphabet order 48 ◆◆◆◆
Action/Music — Using the computer for speech 80 ◆◆◆◆◆◆◆◆
Adventures of Jimmy Jumper, The — Prepositional concepts 69 ◆◆◆◆◆◆
Alice in Wonderland — Remembering a sequence of events 69 ◆◆◆◆◆◆
Alphabet Academy, The — Alphabet sequencing, letters 78 ◆◆◆◆◆◆◆
Alphabet Arcade, The — Alphabetizing, dictionary skills 42 ◆◆◆◆
Alphabet Circus — Letter recognition, alphabet order 68 ◆◆◆◆◆◆
Alphabet Express — Alphabet skills 68 ◆◆◆◆◆◆

Alphabet for Everyone — Letter recognition, alphabet order — 54 ◆◆◆◆◆
Alphabet Fun: Big and Little Letters — Upper-and lower-case letters — 64 ◆◆◆◆◆◆
Alphabet Fun: Learning the Alphabet — Letter recognition, alphabet — 78 ◆◆◆◆◆◆◆
Alphabet Recognition — Letter recognition — 46 ◆◆◆◆
Alphabet Sounds — Letter sounds, initial consonants — 29 ◆◆
Alphabet Zoo — Letter recognition — 51 ◆◆◆◆◆
Alphabetization & Letter Recognition — Alphabetizing, letter discrimination — 67 ◆◆◆◆◆◆
Alphabetizing — Practice putting letters and words in order — 55 ◆◆◆◆◆
Alphaget — Letter recognition practice — 51 ◆◆◆◆◆
Amy's First Primer 2.2 — Letters, counting, shapes, and space — 71 ◆◆◆◆◆◆◆
Animal Alphabet and Other Things — Letter recognition, alphabet — 81 ◆◆◆◆◆◆◆◆
Animated Alphabet — Letter recognition — 65 ◆◆◆◆◆◆
Astro's ABCs — Letter recognition skills — 62 ◆◆◆◆◆◆
Bake & Taste — Reading skills, following directions — 83 ◆◆◆◆◆◆◆◆
Bald-Headed Chicken, The — Language experience — 89 ◆◆◆◆◆◆◆◆
Bank Street Writer III, The — Word processing — 71 ◆◆◆◆◆◆◆
Barbie Design Studio — A design and print program — 71 ◆◆◆◆◆◆◆
Beginning Reading Skills — Beginning reading skills — 57 ◆◆◆◆◆
Berenstain Bears Learn About Letters, The — Letter recognition, alphabet — 73 ◆◆◆◆◆◆◆
Big Book Maker — Printing utility program — NR
Big Red Hat, The — Short "a" sound and reading comprehension — 77 ◆◆◆◆◆◆◆
Big Text Machine — Seeing language in print — NR
Bird's Eye View — Perspective and positional relationships — 73 ◆◆◆◆◆◆◆
Body Awareness — Location of body parts — 64 ◆◆◆◆◆◆
Bouncy Bee Learns Letters 1.0 — Letter recognition — 72 ◆◆◆◆◆◆◆
Bouncy Bee Learns Words 1.0 — Word knowledge — 62 ◆◆◆◆◆◆
Brand New View, A — Language experience — 89 ◆◆◆◆◆◆◆◆
Brandon's Bigbox — Letter recognition — 51 ◆◆◆◆◆
Bremen Town Musicians — Homonyms, context clues, comprehension — 45 ◆◆◆◆
Cat 'n Mouse — Relational concepts — 65 ◆◆◆◆◆◆
CCC Instructional System — Instructional practice in all curriculum areas — 78 ◆◆◆◆◆◆◆
Charlie Brown's ABC's — Letter recognition & association — 64 ◆◆◆◆◆◆
Children's Writing & Publishing Center — Creative writing, creating printed products — 86 ◆◆◆◆◆◆◆◆
Clue in on Phonics — Practice with letter sounds — 71 ◆◆◆◆◆◆◆
Color 'n' Canvas — Visual art, drawing, painting, symmetry — 91 ◆◆◆◆◆◆◆◆◆
Color Me — Drawing, creating — 89 ◆◆◆◆◆◆◆◆
Computergarten — Keyboard skills, computer terms — 27 ◆◆
Concentrate! — Short-term memory skills — 80 ◆◆◆◆◆◆◆◆
Consonant Capers — Letter recognition — 64 ◆◆◆◆◆◆
Cotton Tales — Word processing — 78 ◆◆◆◆◆◆◆
Creature Creator — Pattern matching, programming — 62 ◆◆◆◆◆◆
Daffy Duck, P.I. — Spelling practice — 72 ◆◆◆◆◆◆◆
Developing Language Skills — Knowledge of words — 45 ◆◆◆◆

Dino Speller — Alphabetization, letter recognition 63 ◆◆◆◆◆◆
Dinosaur Days Plus — Creation of writing and graphics 69 ◆◆◆◆◆◆
Donald's Alphabet Chase — Letter recognition, alphabet 75 ◆◆◆◆◆◆◆
Dr. Peet's PictureWriter — Language, counting 83 ◆◆◆◆◆◆◆◆
Dr. Peet's Talk/Writer — Language exploration and skills 79 ◆◆◆◆◆◆◆
Dragon Tales — Language development 87 ◆◆◆◆◆◆◆◆
Early Concepts Skillbuilder Series —
Matching, prepositions, things that do not belong 60 ◆◆◆◆◆◆
Early Elementary II — Letter recognition, counting 28 ◆◆
Early Games — Counting, letters, and drawing 60 ◆◆◆◆◆◆
Easy as ABC — Letter recognition, alphabet 80 ◆◆◆◆◆◆◆◆
Easy Color Paint 3.0 — Drawing, creation of visual products 84 ◆◆◆◆◆◆◆◆
Easy Street — Classification, matching, and counting 84 ◆◆◆◆◆◆◆◆
Electric Company: Bagasaurus — Vocabulary development 59 ◆◆◆◆◆
Electric Company: Picture Place — Vocabulary and word recognition 58 ◆◆◆◆◆
Electric Company: Roll-A-Word — Word recognition, vowel sounds 44 ◆◆◆◆
Emerging Literacy Program — Language skills 89 ◆◆◆◆◆◆◆◆
ESL Writer — Word processing 79 ◆◆◆◆◆◆◆
Exploratory Play — Early language acquisition 71 ◆◆◆◆◆◆◆
Extrateletactograph, The — Drawing and writing stories 73 ◆◆◆◆◆◆◆
Facemaker Golden Edition — Creativity, memory, and concentration 75 ◆◆◆◆◆◆◆
Fairy Tale Factory — Creating and printing stories 78 ◆◆◆◆◆◆◆
First "R": Kindergarten, The — Letter recognition 74 ◆◆◆◆◆◆◆
First Letter Fun — Letter recognition 82 ◆◆◆◆◆◆◆◆
First Verbs — Learning 40 common verbs 73 ◆◆◆◆◆◆◆
FirstWriter — Creative writing 76 ◆◆◆◆◆◆◆
Fish Dish, The — Short "i" sound and comprehension 77 ◆◆◆◆◆◆◆
Flodd, the Bad Guy — Letter and word recognition 70 ◆◆◆◆◆◆◆
Fun From A to Z — Alphabet skills practice 81 ◆◆◆◆◆◆◆◆
Fun With Letters and Words — Letter recognition 76 ◆◆◆◆◆◆◆
Fun With Memory — Memory 77 ◆◆◆◆◆◆◆
Getting Ready to Read and Add — Numerals, upper/lower-case letters 63 ◆◆◆◆◆◆
Gingerbread Man, The — Development of language skills 54 ◆◆◆◆◆
Great Gonzo in WordRider, The — Fun with words, timing, strategy 73 ◆◆◆◆◆◆◆
Great Leap, A — Language experience 89 ◆◆◆◆◆◆◆◆
Hey Diddle — Rhyming words and phrases 47 ◆◆◆◆
Hodge Podge — Letter recognition 51 ◆◆◆◆◆
I Love You in the Sky, Butterfly — Language experience, themes 89 ◆◆◆◆◆◆◆◆
Inside Outside Opposites — Opposites 72 ◆◆◆◆◆◆◆
Integrated Learning System — Math and reading, K-9 79 ◆◆◆◆◆◆◆
It's No Game — Personal safety skills 62 ◆◆◆◆◆◆
Jack and the Beanstalk — Word recognition, event sequence 69 ◆◆◆◆◆◆
Jack and the Beanstalk — Letter and word recognition, reading 70 ◆◆◆◆◆◆◆
Jen the Hen — Short "e" sound and reading comprehension 77 ◆◆◆◆◆◆◆

Jr. Typer — Touch typing 41 ◆◆◆◆

Just Around the Block — Language experience 89 ◆◆◆◆◆◆◆◆

Just Grandma and Me — Enjoying storybooks, introduction to computers 90 ◆◆◆◆◆◆◆◆◆

Katie's Farm — Exploring, talking about actions 83 ◆◆◆◆◆◆◆◆

Kermit's Electronic Storymaker — Words and their meaning 77 ◆◆◆◆◆◆◆

Key Words: First Keyboarding Skills — Match the letter and number keys on the keyboard 77 ◆◆◆◆◆◆◆

Keytalk — A beginning literacy activity 76 ◆◆◆◆◆◆◆

Kid Desk — A file manager for children 90 ◆◆◆◆◆◆◆◆◆

Kid Works — Creative writing, drawing, creating printed material 90 ◆◆◆◆◆◆◆◆◆

Kid Works 2 — Creative writing, drawing, creating printed material 91 ◆◆◆◆◆◆◆◆◆

KidPix — Creation of visual effects 93 ◆◆◆◆◆◆◆◆◆

KidPix Companion — Creation in video and print media NR

Kids on Keys — Letter recognition 62 ◆◆◆◆◆◆

Kid's Stuff — Counting skills, letter recognition 76 ◆◆◆◆◆◆◆

KidsTime — Letters, numbers, matching, writing 82 ◆◆◆◆◆◆◆◆

Kidsword — Large-type word processing 55 ◆◆◆◆◆

KidTalk — Language experience 86 ◆◆◆◆◆◆◆◆

KidWare 2 Learning Center — Variety of skills and experiences 71 ◆◆◆◆◆◆◆

Kidwriter — Creating computer storybooks 73 ◆◆◆◆◆◆◆

Kieran — Letters, numbers, clocks, upper/lower-case letters 70 ◆◆◆◆◆◆◆

Kinder Critters — Addresses, phone numbers 70 ◆◆◆◆◆◆◆

Kinder Koncepts Reading — Reading readiness 44 ◆◆◆◆

Kindercomp — Matching, upper/lower-case practice, drawing 68 ◆◆◆◆◆◆

Kindercomp Golden Edition — Counting, letters, matching, and drawing 70 ◆◆◆◆◆◆◆

Language Experience Recorder Plus — Word processing 55 ◆◆◆◆◆

Learn About: Animals — Animals, environments, and creative writing 80 ◆◆◆◆◆◆◆◆

Learn About: Plants — Plants, environments, and creative writing 80 ◆◆◆◆◆◆◆◆

Learn the Alphabet — Upper/lower-case letters, alphabet 56 ◆◆◆◆◆

Learning Letters — Matching letters 62 ◆◆◆◆◆◆

Learning the Alphabet — Alphabet skills 66 ◆◆◆◆◆◆

Learning the Alphabet — Matching letters, alphabet 50 ◆◆◆◆◆

Learning Sight Words — Matching and typing sight words 56 ◆◆◆◆◆

Let's Go To Hannah's House — Pre-literacy skills 48 ◆◆◆◆

Letter Games — Letter recognition 34 ◆◆◆

Letter Recognition — Location of letters on keyboard 48 ◆◆◆◆

Letters and First Words — Letters, initial consonants 68 ◆◆◆◆◆◆

Letters and Words — Letter recognition, alphabet order 68 ◆◆◆◆◆◆

Letters, Pictures & Words — Letter recognition 67 ◆◆◆◆◆◆

Lexia I, II, III — Word recognition skills 87 ◆◆◆◆◆◆◆◆

Little People Farm Creativity Kit — Seasons, farms, farm words, cutout products 81 ◆◆◆◆◆◆◆◆

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Magic Slate — Word processing 81 ◆◆◆◆◆◆◆◆

Magic String, The — Reading skills 46 ◆◆◆◆
Make-A-Book — Creation of books 67 ◆◆◆◆◆◆
Mario Teaches Typing — Typing skills and practice 88 ◆◆◆◆◆◆◆◆
Marvin the Moose Volume 1 — Reading comprehension and social skills 64 ◆◆◆◆◆◆
Marvin the Moose Volume 2 — Reading comprehension and social skills 64 ◆◆◆◆◆◆
McGee at the Fun Fair — Exploring, talking about actions 83 ◆◆◆◆◆◆◆◆
Memory Lane 2.0 — Matching, sequencing, memory skills 68 ◆◆◆◆◆◆
Mickey & Minnie's Fun Time Print Kit — Creating printed products 79 ◆◆◆◆◆◆◆
Mickey's ABC's — Recognizing upper- or lower-case letters 78 ◆◆◆◆◆◆◆
Mickey's Crossword Puzzle Maker — Reading, problem solving 76 ◆◆◆◆◆◆◆
Mickey's Magic Reader — Reading for enjoyment 75 ◆◆◆◆◆◆◆
Micro-LADS — Covers 46 fundamental syntax rules 75 ◆◆◆◆◆◆◆
Milliken Storyteller, The — Early reading skills 82 ◆◆◆◆◆◆◆◆
Monsters & Make-Believe — A graphics program with text-writing feature 69 ◆◆◆◆◆◆
Mount Murdoch — Adventure game and word processor 45 ◆◆◆◆
Muppet Slate — Language experiences 88 ◆◆◆◆◆◆◆◆
Muppet Word Book — Letters and words 82 ◆◆◆◆◆◆◆◆
Muppets On Stage — Counting skills, letter recognition 81 ◆◆◆◆◆◆◆◆
My House: Language Activities of Daily Living — Practice with names of common things 77 ◆◆◆◆◆◆◆
My Letters, Numbers, and Words — Letter recognition 46 ◆◆◆◆
My Puzzles and Alphabet — Letter recognition 49 ◆◆◆◆
My Words — Language experience 78 ◆◆◆◆◆◆◆
New Talking Stickybear Alphabet, The — Letter recognition 64 ◆◆◆◆◆◆
Not Too Messy, Not Too Neat — Language experience 89 ◆◆◆◆◆◆◆◆
Ollie Begins It — Matching beginning sounds, letters 64 ◆◆◆◆◆◆
Ollie Compares It — Avoiding common letter reversals 64 ◆◆◆◆◆◆
Ollie Letters It — Matching upper/lower-case letters 64◆◆◆◆◆◆
Ollie Matches It — Matching letters 64 ◆◆◆◆◆◆
Once Upon a Time... — Language experience, creation of storybooks 59 ◆◆◆◆◆
One Banana More — Reading readiness, counting 34 ◆◆◆
Paint With Words — Word recognition 73 ◆◆◆◆◆◆◆
Phonics Plus — Letter/word relationships 78 ◆◆◆◆◆◆◆
Phonics Prime Time: Initial Consonants — Initial consonant phonics skills 83 ◆◆◆◆◆◆◆◆
Picture Perfect — Draw, color, and write 79 ◆◆◆◆◆◆◆
Pictures, Letters, and Sounds — Letter recognition 78 ◆◆◆◆◆◆◆
Pip — Experimenting with words 83 ◆◆◆◆◆◆◆◆
Playroom, The — Letters, numbers, and time 91 ◆◆◆◆◆◆◆◆◆
Playwrite — Writing scripts 82 ◆◆◆◆◆◆◆◆
Podd — Fun with verbs, sequences 75 ◆◆◆◆◆◆◆
Point to Pictures — Vocabulary resource 80 ◆◆◆◆◆◆◆◆
Preschool IQ Builder I — Concepts of same and different 38 ◆◆◆
Preschool IQ Builder II — Matching, shapes, numbers, letters 43 ◆◆◆◆
Preschool Pack — Letters, numbers, and shapes 79 ◆◆◆◆◆◆◆

Primary Editor Plus — Word processing, drawing 74 ◆◆◆◆◆◆◆

Princess and the Pea, The — Creative writing 89 ◆◆◆◆◆◆◆◆◆

Princess and the Pea: Explore-a-Story Plus — Exploring stories, creating printed products 83 ◆◆◆◆◆◆◆◆◆

Print Power — Creating printed materials 46 ◆◆◆◆

Race the Clock — Memory 69 ◆◆◆◆◆◆

Read, Write, & Publish 1 — Word processing 81 ◆◆◆◆◆◆◆◆◆

Read-a-Logo — Use of commercial logos 70 ◆◆◆◆◆◆◆

Reader Rabbit — Basic reading skills/comprehension 71 ◆◆◆◆◆◆◆

Reader Rabbit's Ready for Letters — Matching, sorting, patterns, letters, word meanings 90 ◆◆◆◆◆◆◆◆◆◆

Reading Adventures in Oz — Develop basic reading skills 80 ◆◆◆◆◆◆◆◆◆

Reading and Me — Matching, classifying, recognizing letters & words 79 ◆◆◆◆◆◆◆

Reading Comprehension: Level 1 — Reading comprehension skills 82 ◆◆◆◆◆◆◆◆◆

Reading Fun: Beginning Consonants — Beginning consonants 56 ◆◆◆◆◆

Reading Fun: Final Consonants — Final consonants 56 ◆◆◆◆◆

Reading Fun: Vowel Sounds — Long and short vowel sounds 46 ◆◆◆◆

Reading Helpers — Reading skills 69 ◆◆◆◆◆◆

Reading I — Letters, letter sounds, and words 79 ◆◆◆◆◆◆◆

Reading Machine, The — Various language skills 65 ◆◆◆◆◆◆

Reading Starters — Reading skills 63 ◆◆◆◆◆◆

ReadingMaze — Basic language skills 74 ◆◆◆◆◆◆◆

Representational Play — Early language acquisition 71 ◆◆◆◆◆◆◆

Robot Writer Plus — A graphics program with text-writing feature 69 ◆◆◆◆◆◆

Rosie the Counting Rabbit — Language experience 89 ◆◆◆◆◆◆◆◆◆

Rosie the Counting Rabbit: Explore-a-Story Plus — Exploring stories, creating printed products 83 ◆◆◆◆◆◆◆◆◆

Rumpelstiltskin — Reading comprehension 43 ◆◆◆◆

School Mom — Basic skills practice 54 ◆◆◆◆◆

Sentence Master Level 1 — Reading skills, vocabulary development 75 ◆◆◆◆◆◆◆

Sesame Street First Writer — Writing and printing words, sentences 81 ◆◆◆◆◆◆◆◆◆

Sesame Street Letter-Go-Round — Letter matching 56 ◆◆◆◆◆

Sesame Street Print Kit — Creating printed materials 46 ◆◆◆◆

Sight Word Spelling — Letter, word, and numeral recognition 39 ◆◆◆

Silly Letters & Numbers — Letter and numeral recognition 70 ◆◆◆◆◆◆◆

Sleepy Brown Cow, The — Language experience 89 ◆◆◆◆◆◆◆◆◆

Snapdragon — Classification, discovery, coloring 83 ◆◆◆◆◆◆◆◆◆

Snoopy's Game Club — Problem solving and observation skills 79 ◆◆◆◆◆◆◆

Sound Ideas: Consonants — Consonant sounds 80 ◆◆◆◆◆◆◆◆◆

Sound Ideas: Vowels — Five vowel sounds (long, short) 80 ◆◆◆◆◆◆◆◆◆

Sound Ideas: Word Attack — Consonant blends, clusters, etc. 72 ◆◆◆◆◆◆◆

Spell-A-Word — Practice spelling words 69 ◆◆◆◆◆◆

Spellicopter — Spelling practice 66 ◆◆◆◆◆◆

Spelling and Reading Primer — Spelling and reading practice 51 ◆◆◆◆◆

Spelling Bee, The — Spelling skills 32 ◆◆◆

Stepping Stones Level I — Letters, numbers, and words 59 ◆◆◆◆◆
Stepping Stones Level II — Vocabulary, counting, adding 58 ◆◆◆◆◆
Stickybear ABC — Letter recognition 59 ◆◆◆◆◆
Stickybear Reading — Word and sentence fun 77 ◆◆◆◆◆◆◆
Stickybear Typing — Typing skills 42 ◆◆◆◆
Stickybear's Reading Program — Reading skills in English and Spanish 80 ◆◆◆◆◆◆◆◆
Stone Soup — Creative writing 89 ◆◆◆◆◆◆◆◆
Stone Soup: Explore-a-Story Plus — Exploring stories, creating printed products 83 ◆◆◆◆◆◆◆◆
Stop, Look, and Listen! — Upper/lower-case letters, numbers, and clocks 64 ◆◆◆◆◆◆
Storybook Theatre — Creating and printing stories 87 ◆◆◆◆◆◆◆◆
Storybook Weaver — Writing, illustrating, and printing storybooks 89 ◆◆◆◆◆◆◆◆
Talk About a Walk — Classifying household objects 56 ◆◆◆◆◆
Talking ABC's — Letter recognition 43 ◆◆◆◆
Talking Alpha Chimp — Letter recognition, counting 84 ◆◆◆◆◆◆◆◆
Talking Classroom — A variety of school subjects 75 ◆◆◆◆◆◆◆
Talking First Reader — Word sounds 63 ◆◆◆◆◆◆
Talking First Words — Recognize and create words 62 ◆◆◆◆◆◆
Talking First Writer — Experiment with words and sentences 74 ◆◆◆◆◆◆◆
Talking Nouns I — Language development 80 ◆◆◆◆◆◆◆◆
Talking Nouns II — Language development 80 ◆◆◆◆◆◆◆◆
Talking Reading Railroad — Consonant and vowel sounds 54 ◆◆◆◆◆
Talking Speller — Spelling of 42 common words 64 ◆◆◆◆◆◆
Talking Textwriter — Exploration of written language 75 ◆◆◆◆◆◆◆
Talking Verbs — Language development 80 ◆◆◆◆◆◆◆◆
Teddy Bear-rels of Fun — Creating pictures, graphics, and stories 56 ◆◆◆◆◆
Three Little Pigs, The — Creative writing 89 ◆◆◆◆◆◆◆◆
Three Little Pigs, The: Explore-a-Story Plus — Exploring stories, creating printed products 83 ◆◆◆◆◆◆◆◆
Tiger's Tales — Reading vocabulary and comprehension 80 ◆◆◆◆◆◆◆◆
Tink! Tonk! — Key location, alphabetical order 41 ◆◆◆◆
Touch & Write — Printing practice 81 ◆◆◆◆◆◆◆◆
Treasure Mountain — Reading, thinking, math, and science skills 82 ◆◆◆◆◆◆◆◆
Treehouse, The — Math skills, language, animals 92 ◆◆◆◆◆◆◆◆◆
Tuk Goes to Town — Develops spelling and vocabulary 41 ◆◆◆◆
Vocabulary Skillbuilder Series — Vocabulary development 82 ◆◆◆◆◆◆◆◆
What Makes a Dinosaur Sore? — Language experience 89 ◆◆◆◆◆◆◆◆
Where Did My Toothbrush Go? — Language experience 89 ◆◆◆◆◆◆◆◆
Whole Neighborhood, The — A graphics program with text-writing feature 69 ◆◆◆◆◆◆
Winker's World of Patterns — Inferring and recognizing patterns 82 ◆◆◆◆◆◆◆◆
Word Munchers — Vowel-sound discrimination 80 ◆◆◆◆◆◆◆◆
Word Processing for Kids — Word processing 78 ◆◆◆◆◆◆◆
Words — Letter discrimination, word experiences 61 ◆◆◆◆◆◆
Words & Concepts — Vocabulary training 80 ◆◆◆◆◆◆◆◆
Words & Concepts II — Vocabulary training 80 ◆◆◆◆◆◆◆◆

Words & Concepts III — Vocabulary training 80 ◆◆◆◆◆◆◆◆
Working With the Alphabet — Alphabetical order and letter recognition 63 ◆◆◆◆◆◆
Write On: Primary Level — Writing NR
Writing To Read 2.0 — Reading skills 45 ◆◆◆◆
Wunder Book — Matching, letter recognition, language practice 80 ◆◆◆◆◆◆◆◆
Zug's Dinosaur World — Dinosaur facts, memory, story elements 84 ◆◆◆◆◆◆◆◆

MEMORY PRACTICE

Title — Description **Final Rating**

Adventures of Dobot, The — Problem solving, critical thinking 70 ◆◆◆◆◆◆◆
Animal Hotel — Memory skills 45 ◆◆◆◆
Animal Photo Fun — Animals and their habitats 70 ◆◆◆◆◆◆◆
Animated Memory — Matching, memory practice 70 ◆◆◆◆◆◆◆
Bike Hike — Memory, recall of objects 41 ◆◆◆◆
Concentrate! — Short-term memory skills 80 ◆◆◆◆◆◆◆◆
Facemaker Golden Edition — Creativity, memory practice 75 ◆◆◆◆◆◆◆
Fun With Memory — Memory 77 ◆◆◆◆◆◆◆
I Can Remember — Memory skills 64 ◆◆◆◆◆◆
Match Maker (Beginning) — Matching objects 77 ◆◆◆◆◆◆◆
Math Rabbit — Counting, matching sets, addition 78 ◆◆◆◆◆◆◆
Memory Building Blocks — Visual and auditory memory skills 83 ◆◆◆◆◆◆◆◆
Memory Lane 2.0 — Matching, sequencing, memory skills 68 ◆◆◆◆◆◆
Microzine Jr. (Sept/Oct.'88) — Habitats, making masks, programming 81 ◆◆◆◆◆◆◆◆
Mixed-Up Mother Goose — Nursery rhymes, using maps, memory 80 ◆◆◆◆◆◆◆◆
Muppetville — Classifying, memory skills 87 ◆◆◆◆◆◆◆◆
Now You See It, Now You Don't — Memory skills 79 ◆◆◆◆◆◆◆
Ollie and Seymour — Pedestrian safety, memory 77 ◆◆◆◆◆◆◆
Ollie Hears and Remembers — Auditory memory skills 64 ◆◆◆◆◆◆
Ollie Hears and Sequences — Auditory memory skills 64 ◆◆◆◆◆◆
Ollie Remembers It — Visual memory 66 ◆◆◆◆◆◆
Ollie Remembers Numbers! — Visual memory 66 ◆◆◆◆◆◆
Ollie Sequences It! — Visual memory 66 ◆◆◆◆◆◆
Race the Clock — Memory 69 ◆◆◆◆◆◆
Reader Rabbit — Basic reading skills 71 ◆◆◆◆◆◆◆
Shutterbug's Pictures — Memory skills, reading readiness 61 ◆◆◆◆◆◆
Sight Word Spelling — Letter, word, and numeral recognition 39 ◆◆◆
Simon Says — Chaining memory exercise 80 ◆◆◆◆◆◆◆◆
Ted Bear Games — Memory practice 83 ◆◆◆◆◆◆◆◆
Teddy and Iggy — Sequential memory practice 78 ◆◆◆◆◆◆◆
Touch and See — Memory skills 61 ◆◆◆◆◆◆
Treasure Mountain — Reading, thinking, math, and science 82 ◆◆◆◆◆◆◆◆
What's in a Frame? — Memory practice by context clues 81 ◆◆◆◆◆◆◆◆
Winker's World of Numbers — Patterns in sequences of numbers 82 ◆◆◆◆◆◆◆◆

Winker's World of Patterns — Inferring and recognizing patterns 82 ◆◆◆◆◆◆◆◆
Woolly's Garden — Knowledge of plants, regulation of variables 84 ◆◆◆◆◆◆◆◆
Zug's Dinosaur World — Dinosaur facts, memory, story elements 84 ◆◆◆◆◆◆◆◆

ORDERING

Title — Description **Final Rating**

A-Maze-ing Mouse — Letters, numbers, and shapes 62 ◆◆◆◆◆◆
Adventures of Dobot, The — Problem solving, critical thinking 70 ◆◆◆◆◆◆◆
Berenstain Bears Learn About Counting, The — Counting up to 9 and other early math skills 76 ◆◆◆◆◆◆◆
1-2-3 Sequence Me — Sequencing skills 75 ◆◆◆◆◆◆◆
Big and Small — Concepts of big and small 66 ◆◆◆◆◆◆
City Country Opposites — Word meanings through context 78 ◆◆◆◆◆◆◆
Colors and Shapes — Color ID, visual discrimination 76 ◆◆◆◆◆◆◆
Curious George in Outer Space — Size comparisons 62 ◆◆◆◆◆◆
Early Skills — Shape and word discrimination 61 ◆◆◆◆◆◆
Exploring Measurement, Time, & Money — Units of time, measurement, and money 86 ◆◆◆◆◆◆◆◆
Inside Outside Opposites — Opposites 72 ◆◆◆◆◆◆◆
Introduction to Counting — Counting 66 ◆◆◆◆◆◆
Kid's Stuff — Counting skills, letter recognition 76 ◆◆◆◆◆◆◆
KidsTime — Letters, numbers, matching, writing, music 82 ◆◆◆◆◆◆◆◆
Learn About: Animals — Animals, environments, and creative writing 80 ◆◆◆◆◆◆◆◆
Learn About: Plants — Plants, environments, and creative writing 80 ◆◆◆◆◆◆◆◆
Logic Blocks — Understanding of geometry, patterns 86 ◆◆◆◆◆◆◆◆
Magic Melody Box — Creating music 59 ◆◆◆◆◆
Marvin the Moose Volume 1 — Reading comprehension and social skills 64 ◆◆◆◆◆◆
Marvin the Moose Volume 2 — Reading comprehension and social skills 64 ◆◆◆◆◆◆
Math and Me — Shapes, patterns, numbers 78 ◆◆◆◆◆◆◆
Math Concepts Level P — Math concepts and symbols 73 ◆◆◆◆◆◆◆
Millie's Math House — Early math skills 97 ◆◆◆◆◆◆◆◆◆
Moptown Parade — Classification and seriation 55 ◆◆◆◆◆
Music — Seriation of pitch 59 ◆◆◆◆◆
Music Maker — Creation of music 65 ◆◆◆◆◆◆
My Grand Piano — Learning notes and playing familiar songs 79 ◆◆◆◆◆◆◆
New Talking Stickybear Opposites, The — Opposites, e.g., "near/far" 73 ◆◆◆◆◆◆◆
Notable Phantom, The — Musical notation, pitch recognition 66 ◆◆◆◆◆◆
Patterns — Pattern recognition: shapes, sounds 79 ◆◆◆◆◆◆◆
Patterns and Sequences — Matching/discrimination 72 ◆◆◆◆◆◆◆
Perception, Inc. — Problem solving and thinking skills 71 ◆◆◆◆◆◆◆
Peter's Growing Patterns — Pattern recognition 73 ◆◆◆◆◆◆◆
Shape Starship — Matching shape and size attributes 65 ◆◆◆◆◆◆
Shapes & Patterns — Visual discrimination, cognitive skills 66 ◆◆◆◆◆◆

Simon Says — Chaining memory exercise 80 ◆◆◆◆◆◆◆◆
Size and Logic — Size discrimination, patterns 77 ◆◆◆◆◆◆◆
Stars & Planets — Counting, planets, prereading, creativity 62 ◆◆◆◆◆◆
Stickybear Opposites — Opposites, e.g., "near/far" 73 ◆◆◆◆◆◆◆
Treasure Mountain — Reading, thinking, math, and science 82 ◆◆◆◆◆◆◆◆
Treehouse, The — Math skills, language 92 ◆◆◆◆◆◆◆◆◆◆
What's Next — Sequencing skills 74 ◆◆◆◆◆◆◆
Winker's World of Patterns — Inferring and recognizing patterns 82 ◆◆◆◆◆◆◆◆
Woolly Bounce — Force and motion 83 ◆◆◆◆◆◆◆◆
Woolly's Garden — Knowledge of plants, regulation of variables 84 ◆◆◆◆◆◆◆◆
Young Math — Addition & subtraction equations, patterns 75 ◆◆◆◆◆◆◆

PLANTS AND ANIMALS

Title — Description **Final Rating**

Animal Alphabet and Other Things — Letter recognition, alphabet 81 ◆◆◆◆◆◆◆◆
Animal Hotel — Memory skills 45 ◆◆◆◆
Animal Photo Fun — Animals and their habitats 70 ◆◆◆◆◆◆◆
Cotton's First Files — Beginning database management, animals 77 ◆◆◆◆◆◆◆
Eco-saurus — Ecology facts 59 ◆◆◆◆◆
Farm, The — Creation of a microworld 80 ◆◆◆◆◆◆◆◆
Jungle Safari — African plants and animals 82 ◆◆◆◆◆◆◆◆
Learn About: Animals — Animals, environments, and creative writing 80 ◆◆◆◆◆◆◆◆
Learn About: Plants — Plants, environments, and creative writing 80 ◆◆◆◆◆◆◆◆
Sesame Street Grover's Animal Adventure — Classifying animals 76 ◆◆◆◆◆◆◆
Sesame Street Learning Library 2 — Problem solving, classifying animals NR
Talking Animals Activity Set — Matching six animals with sounds 74 ◆◆◆◆◆◆◆
Talking School Bus — Directions, counting, animal sounds, and colors 77 ◆◆◆◆◆◆◆
Treehouse, The — Animal facts, habitats, and classes 92 ◆◆◆◆◆◆◆◆◆◆
Woolly's Garden — Knowledge of plants, regulation of variables 84 ◆◆◆◆◆◆◆◆
Zug's Adventures in Eco-Island — Ecology facts 59 ◆◆◆◆◆

SPATIAL RELATIONS

Title — Description **Final Rating**

A-Maze-ing Mouse — Letters, numbers, and shapes 62 ◆◆◆◆◆◆
Adventures of Dobot, The — Problem solving, critical thinking 70 ◆◆◆◆◆◆◆
Adventures of Jimmy Jumper, The — Prepositional concepts 69 ◆◆◆◆◆◆
Amy's First Primer 2.2 — Letters, counting, shapes 71 ◆◆◆◆◆◆◆
Animated Shapes — Shapes and colors 71 ◆◆◆◆◆◆◆
Bald-Headed Chicken, The — Language experience 89 ◆◆◆◆◆◆◆◆
Base Ten Blocks — Develop understanding of number patterns 86 ◆◆◆◆◆◆◆◆
Berenstain Bears Junior Jigsaw, The — Spatial problem solving 71 ◆◆◆◆◆◆◆
Bird's Eye View — Perspective and positions 73 ◆◆◆◆◆◆◆

Body Awareness — Location of body parts 64 ◆◆◆◆◆◆
Bozons' Quest — Cognitive strategies, left/right 78 ◆◆◆◆◆◆◆
Color 'n' Canvas — Symmetry, drawing, painting 91 ◆◆◆◆◆◆◆◆◆
Comparison Kitchen — Compare and categorize pictures 72 ◆◆◆◆◆◆◆
Curious George Visits the Library — Position words such as "up," "down" 59 ◆◆◆◆◆
Delta Drawing Today — Drawing, programming concepts 81 ◆◆◆◆◆◆◆◆
Designasaurus — Dinosaurs 57 ◆◆◆◆◆
Dot-to-Dot Construction Set — Counting, problem solving 72 ◆◆◆◆◆◆◆
Dr. Seuss Fix-Up the Mix-up Puzzler — Problem solving 70 ◆◆◆◆◆◆◆
Easy Color Paint 3.0 — Drawing, symmetry 84 ◆◆◆◆◆◆◆◆
Easy Street — Classification, matching 84 ◆◆◆◆◆◆◆◆
Electronic Builder — Shapes, spatial thinking 82 ◆◆◆◆◆◆◆◆
Facemaker Golden Edition — Creativity, memory, and concentration 75 ◆◆◆◆◆◆◆
Farm, The — Creation of a "microworld" 80 ◆◆◆◆◆◆◆◆
Firehouse Rescue — Maze navigation 72 ◆◆◆◆◆◆◆
Fun Flyer — Eye-hand coordination, directions 64 ◆◆◆◆◆◆
Fun With Directions — Perceptual and cognitive skills 62 ◆◆◆◆◆◆
Fun With Drawing — Drawing pictures 71 ◆◆◆◆◆◆◆
Gertrude's Secrets — Classifying and seriating 84 ◆◆◆◆◆◆◆◆
Goofy's Railway Express — Noticing common shapes 62 ◆◆◆◆◆◆
Grandma's House — Exploring and arranging 68 ◆◆◆◆◆◆
Great Gonzo in WordRider, The — Fun with words, timing, and strategy 73 ◆◆◆◆◆◆◆
Human Being Machine, The — Body parts, sequencing, scanning 78 ◆◆◆◆◆◆◆
I Can Remember — Memory skills 64 ◆◆◆◆◆◆
Inside Outside Shapes — Six shapes and corresponding words 76 ◆◆◆◆◆◆◆
Joystick Trainer — Joystick skill practice for children in powered wheelchairs 78 ◆◆◆◆◆◆◆
JPuzzle 1.1 — Problem solving 79 ◆◆◆◆◆◆◆
Just Around the Block — Language experience 89 ◆◆◆◆◆◆◆◆
KidPix — Creation of visual effects 93 ◆◆◆◆◆◆◆◆◆
KidPix Companion — Creation in video and print media NR
KidWare 2 Learning Center — Variety of skills and experiences 71 ◆◆◆◆◆◆◆
Kieran — Letters, numbers, clocks, upper/lower case 70 ◆◆◆◆◆◆◆
Kindermath II — Math fundamentals 57 ◆◆◆◆◆
Knowing Directions — Directions of up, down, left, right 66 ◆◆◆◆◆◆
Koala Pad Graphics Exhibitor — Drawing 76 ◆◆◆◆◆◆◆
Learning Directions — Directions of up, down, left, right 62 ◆◆◆◆◆◆
Learning Shapes — Practice with four basic shapes 66 ◆◆◆◆◆◆
Little People Bowling Alley — Spatial relationships, addition 70 ◆◆◆◆◆◆◆
Little People Farm Creativity Kit — Seasons, farms, farm words, cutout products 81 ◆◆◆◆◆◆◆◆
Little People Main Street Creativity Kit — Exploring a street, creating with paper cutouts 78 ◆◆◆◆◆◆◆
Logic Blocks — Understanding of geometry, patterns 86 ◆◆◆◆◆◆◆◆
Magic Crayon — Drawing with arrow keys 75 ◆◆◆◆◆◆◆

Mask Parade — Creative design 84 ◆◆◆◆◆◆◆◆
McGee — Independent exploration 78 ◆◆◆◆◆◆◆
Measure Works — Practice with measurements 80 ◆◆◆◆◆◆◆◆
Mickey's Colors & Shapes — Colors and shapes 72 ◆◆◆◆◆◆◆
Mickey's Jigsaw Puzzles — Spatial problem solving 85 ◆◆◆◆◆◆◆◆
Millie's Math House — Early math skills 97 ◆◆◆◆◆◆◆◆◆
Mixed-Up Mother Goose — Nursery rhymes, using maps, memory 80 ◆◆◆◆◆◆◆◆
Monsters & Make-Believe — A graphics program with text-writing feature 69 ◆◆◆◆◆◆
Mosaic Magic — Spatial problem solving 79 ◆◆◆◆◆◆◆
My Puzzles and Alphabet — Spatial problem solving 49 ◆◆◆◆
New Talking Stickybear Opposites, The — Opposites, e.g., "near/far" 73 ◆◆◆◆◆◆◆
New Talking Stickybear Shapes, The — Identification of five common shapes 75 ◆◆◆◆◆◆◆
NumberMaze — Practice with basic math facts 81 ◆◆◆◆◆◆◆◆
Ollie and Seymour — Pedestrian safety, readiness skills 77 ◆◆◆◆◆◆◆
Operation: MathMine — Logical thinking, problem solving, basic facts 76 ◆◆◆◆◆◆◆
Parquetry and Pictures — Visual perception, parts and wholes 76 ◆◆◆◆◆◆◆
Pattern Blocks 2.1 — Visual imagery, symmetry 77 ◆◆◆◆◆◆◆
Peanuts Maze Marathon — Problem solving (mazes) 46 ◆◆◆◆
Peanuts Picture Puzzlers — Problem solving (puzzles) 59 ◆◆◆◆◆
Perfect Fit — Spatial relationships 70 ◆◆◆◆◆◆◆
Peter's Growing Patterns — Pattern recognition 73 ◆◆◆◆◆◆◆
Playroom, The — Letters, numbers, and time 91 ◆◆◆◆◆◆◆◆◆
Princess and the Pea, The — Creative writing 89 ◆◆◆◆◆◆◆◆
Princess and the Pea: Explore-a-Story Plus — Exploring stories, creating printed products 83 ◆◆◆◆◆◆◆◆
Puss in Boot — Spatial concepts 34 ◆◆◆
Puzzle Master — Problem solving (puzzles) 79 ◆◆◆◆◆◆◆
Rainbow Painter — Drawing 80 ◆◆◆◆◆◆◆◆
Read, Write, & Publish 1 — Word processing and story illustrating 81 ◆◆◆◆◆◆◆◆
Reader Rabbit's Ready for Letters — Matching, sorting, patterns, letters, word meanings 90 ◆◆◆◆◆◆◆◆◆
Reading Adventures in Oz — Develop basic reading skills 80 ◆◆◆◆◆◆◆◆
Reading Starters — Reading skills 63 ◆◆◆◆◆◆
ReadingMaze — Basic language skills 74 ◆◆◆◆◆◆◆
Representational Play — Early language acquisition 71 ◆◆◆◆◆◆◆
Robot Writer Plus — A graphics program with text-writing feature 69 ◆◆◆◆◆◆
School Bus Driver — Coordination, judgment, and recall of details 73 ◆◆◆◆◆◆◆
Sesame Street Crayon: Opposites Attract — Coloring pictures 80 ◆◆◆◆◆◆◆◆
Sesame Street Ernie's Big Splash — Planning, predicting, problem solving 59 ◆◆◆◆◆
Sesame Street Learning Library 2 — Problem solving, classifying animals NR
Sesame Street Pals Around Town — Community exploration 73 ◆◆◆◆◆◆◆
Sleepy Brown Cow, The — Language experience 89 ◆◆◆◆◆◆◆◆
Snoopy's Game Club — Problem solving and observation skills 79 ◆◆◆◆◆◆◆
Spellicopter — Spelling practice 66 ◆◆◆◆◆◆

Stickers — Creative activity 79 ◆◆◆◆◆◆◆
Stickybear Opposites — Opposites, e.g., "near/far" 73 ◆◆◆◆◆◆◆
Stickybear Shapes — Shape identification 70 ◆◆◆◆◆◆◆
Stickybear Town Builder — Map skills 80 ◆◆◆◆◆◆◆◆
Stone Soup — Creative writing 89 ◆◆◆◆◆◆◆◆
Stone Soup: Explore-a-Story Plus — Exploring stories, creating printed products 83 ◆◆◆◆◆◆◆◆
Storybook Weaver — Writing, illustrating, and printing storybooks 89 ◆◆◆◆◆◆◆◆
Surrounding Patterns — Visual imagery, symmetry 77 ◆◆◆◆◆◆◆
Talk About a Walk — Classifying household objects 56 ◆◆◆◆◆
Talking Classroom — A variety of school-related subjects 75 ◆◆◆◆◆◆◆
Talking Colors and Shapes — Basic colors and shapes 49 ◆◆◆◆
Talking School Bus — Directions, counting, animal sounds 77 ◆◆◆◆◆◆◆
Teddy Bear-rels of Fun — Creating pictures, graphics, and stories 56 ◆◆◆◆◆
This Land Is Your Land — Coloring pictures 80 ◆◆◆◆◆◆◆◆
Three Little Pigs, The — Creative writing 89 ◆◆◆◆◆◆◆◆
Three Little Pigs, The: Explore-a-Story Plus — Exploring stories, creating printed products 83 ◆◆◆◆◆◆◆◆
Treehouse, The — Math skills, language, animals 92 ◆◆◆◆◆◆◆◆◆
Where's My Checkered Ball? — Spatial relations 48 ◆◆◆◆
Whole Neighborhood, The — A graphics program with text-writing feature 69 ◆◆◆◆◆◆
Zug's Adventures on Eco-Island — Ecology facts 59 ◆◆◆◆◆

SPECIAL EDUCATION

Title — Description **Final Rating**

Action/Music — Using the computer for speech 80 ◆◆◆◆◆◆◆◆
Adventures of Jimmy Jumper, The — Prepositional concepts 69 ◆◆◆◆◆◆
Big and Small — Concepts of big and small 66 ◆◆◆◆◆◆
Bozons' Quest — Cognitive strategies, left/right 78 ◆◆◆◆◆◆◆
Build-A-Scene — Cause/effect 84 ◆◆◆◆◆◆◆◆
Children's Switch Progressions — Cause and effect, progressions 65 ◆◆◆◆◆◆
Color Find — Matching colors 69 ◆◆◆◆◆◆
Concentrate! — Short-term memory skills 80 ◆◆◆◆◆◆◆◆
Creature Chorus — Cause and effect, switch use 78 ◆◆◆◆◆◆◆
Dr. Peet's PictureWriter — Language, counting 83 ◆◆◆◆◆◆◆◆
Early & Advanced Switch Games — Cause/effect, matching, counting 75 ◆◆◆◆◆◆◆
Early Concepts Skillbuilder Series — Matching, prepositions 60 ◆◆◆◆◆◆
Early-On — Individual case management NR
Edmark LessonMaker — A utility program NR
Estimation — Estimation of length, area, & time units 78 ◆◆◆◆◆◆◆
Exploratory Play — Early language acquisition 71 ◆◆◆◆◆◆◆
First Verbs — Learning 40 common verbs 73 ◆◆◆◆◆◆◆
Fun With Colors — Color recognition 66 ◆◆◆◆◆◆

Human Being Machine, The — Recreation, body parts, sequencing 78 ◆◆◆◆◆◆◆
Joystick Trainer — Joystick skill practice for children in powered wheelchairs 78 ◆◆◆◆◆◆◆
Katie's Farm — Exploring, talking about actions 83 ◆◆◆◆◆◆◆◆
Keytalk — A beginning literacy activity 76 ◆◆◆◆◆◆◆
Kid Desk — A file manager for children 90 ◆◆◆◆◆◆◆◆◆
KidPix — Creation of visual effects 93 ◆◆◆◆◆◆◆◆◆
Kidsword — Large-type word processing 55 ◆◆◆◆◆
Knowing Directions — Directions of up, down, left, right 66 ◆◆◆◆◆◆
Learning Directions — Directions of up, down, left, right 62 ◆◆◆◆◆◆
Learning Letters — Matching letters 62 ◆◆◆◆◆◆
Learning Numbers — Counting from 1 to 5 63 ◆◆◆◆◆◆
Learning Shapes — Practice with four basic shapes 66 ◆◆◆◆◆◆
Learning Sight Words — Matching and typing sight words 56 ◆◆◆◆◆
Learning the Alphabet — Alphabet skills 66 ◆◆◆◆◆◆
Lexia I, II, III — Word recognition skills 87 ◆◆◆◆◆◆◆◆
McGee — Independent exploration 78 ◆◆◆◆◆◆◆
McGee at the Fun Fair — Exploring, talking about actions 83 ◆◆◆◆◆◆◆◆
Micro-LADS — Covers 46 syntax rules 75 ◆◆◆◆◆◆◆
Millie's Math House — Early math skills 97 ◆◆◆◆◆◆◆◆◆
Music — Seriation of pitch 59 ◆◆◆◆◆
My House: Language Activities of Daily Living — Practice with names of common things 77 ◆◆◆◆◆◆◆
Numbers — Numeral disc., counting 58 ◆◆◆◆◆
Playroom, The — Letters, numbers, and time 91 ◆◆◆◆◆◆◆◆◆
Point to Pictures — Vocabulary resource 80 ◆◆◆◆◆◆◆◆
Rabbit Scanner, The — Eye tracking, matching 67 ◆◆◆◆◆◆
Readiness Fun — Cause and effect, scanning 70 ◆◆◆◆◆◆◆
Representational Play — Early language acquisition 71 ◆◆◆◆◆◆◆
Run Rabbit Run — Scanning, directionality, attention 70 ◆◆◆◆◆◆◆
Same and Different — Matching 64 ◆◆◆◆◆◆
Scanning Fun — Visual scanning 72 ◆◆◆◆◆◆◆
Sentence Master Level 1 — Reading skills, vocabulary 75 ◆◆◆◆◆◆◆
Sight Word Spelling — Letter, words, and numerals 39 ◆◆◆
Silly Letters & Numbers — Letter and numeral recognition 70 ◆◆◆◆◆◆◆
Simple Addition — Addition with sums less than nine 69 ◆◆◆◆◆◆
Simple Cause and Effect — Cause and effect 73 ◆◆◆◆◆◆◆
Spell-A-Word — Practice spelling words 69 ◆◆◆◆◆◆
Stop, Look, and Listen! — Matching, upper/lower-case letters, numbers, and clocks 64 ◆◆◆◆◆◆
Talking Nouns I — Language development 80 ◆◆◆◆◆◆◆◆
Talking Nouns II — Language development 80 ◆◆◆◆◆◆◆◆
Talking Verbs — Language development 80 ◆◆◆◆◆◆◆◆
Touch and Match — Classification 65 ◆◆◆◆◆◆
Touch and See — Memory skills 61 ◆◆◆◆◆◆

Toybox — Exploration of the computer 56 ◆◆◆◆◆
Vocabulary Skillbuilder Series — Vocabulary development 82 ◆◆◆◆◆◆◆◆
Wheels on the Bus — Cause and effect 75 ◆◆◆◆◆◆◆
Words — Letter disc., word experiences 61 ◆◆◆◆◆◆
Words & Concepts — Vocabulary training 80 ◆◆◆◆◆◆◆◆
Words & Concepts II — Vocabulary training 80 ◆◆◆◆◆◆◆◆
Words & Concepts III — Vocabulary training 80 ◆◆◆◆◆◆◆◆

TEMPORAL RELATIONS

Title — Description **Final Rating**

1-2-3 Sequence Me — Sequencing skills 75 ◆◆◆◆◆◆◆
Alice in Wonderland — Remembering a sequence of events 69 ◆◆◆◆◆◆
Animated Memory — Animation concepts 70 ◆◆◆◆◆◆◆
Bake & Taste — Using timers, sequencing 83 ◆◆◆◆◆◆◆◆
Boars Tell Time, The — Clock skills 68 ◆◆◆◆◆◆
Bozons' Quest — Using timing strategies 78 ◆◆◆◆◆◆◆
Build-A-Scene — Cause/effect 84 ◆◆◆◆◆◆◆◆
Caveman Clockwork — Clock drill and practice 45 ◆◆◆◆
Children's Switch Progressions — Cause and effect, progressions 65 ◆◆◆◆◆◆
Chip 'n Dale — Entertainment 53 ◆◆◆◆◆
City Country Opposites — Word meanings through context 78 ◆◆◆◆◆◆◆
Clock Works — Clock-reading skills, units of time 72 ◆◆◆◆◆◆◆
Coin Works — Value of coins 71 ◆◆◆◆◆◆◆
Creature Chorus — Cause & effect, switch use, visual tracking 78 ◆◆◆◆◆◆◆
Creature Creator — Pattern matching, programming 62 ◆◆◆◆◆◆
Daffy Duck, P.I. — Spelling practice 72 ◆◆◆◆◆◆◆
Designasaurus — Dinosaurs 57 ◆◆◆◆◆
Ducks Ahoy! — Logical reasoning skills 78 ◆◆◆◆◆◆◆
Early & Advanced Switch Games — Cause/effect 75 ◆◆◆◆◆◆◆
Easy Street — Classification, matching, and counting 84 ◆◆◆◆◆◆◆◆
Estimation — Estimation of length, area, and time units 78 ◆◆◆◆◆◆◆
Exploring Measurement, Time, & Money — Practice with units of time 86 ◆◆◆◆◆◆◆◆
Firehouse Rescue — Maze navigation 72 ◆◆◆◆◆◆◆
Fun Flyer — Eye-hand coordination, directional concepts 64 ◆◆◆◆◆◆
Fun With Directions — Perceptual and cognitive skills 62 ◆◆◆◆◆◆
Garden, The — Functional intelligence, social skills 62 ◆◆◆◆◆◆
Goofy's Railway Express — Noticing common shapes 62 ◆◆◆◆◆◆
Great Gonzo in WordRider, The — Fun with words, timing, and strategy 73 ◆◆◆◆◆◆◆
Jack and the Beanstalk — Word recognition, event sequence 69 ◆◆◆◆◆◆
Just Grandma and Me — Enjoying storybooks, introduction to computers 90 ◆◆◆◆◆◆◆◆◆
Katie's Farm — Exploring, talking about actions 83 ◆◆◆◆◆◆◆◆
Kermit's Electronic Storymaker — Words and their meaning 77 ◆◆◆◆◆◆◆
Kid Desk — A file manager for children 90 ◆◆◆◆◆◆◆◆◆

Kid Works 2 — Creative writing, drawing, creating printed material — 91 ◆◆◆◆◆◆◆◆◆
KidPix — Creation of visual effects — 93 ◆◆◆◆◆◆◆◆◆
KidPix Companion — Creation in video and print media — NR
KidsMath — Teaching and reinforcing basic math concepts — 83 ◆◆◆◆◆◆◆◆
KidWare 2 Learning Center — Variety of skills and experiences — 71 ◆◆◆◆◆◆◆
Kieran — Letters, numbers, clocks, upper/lower case — 70 ◆◆◆◆◆◆◆
Learning About Numbers — Counting, clocks, basic math facts — 78 ◆◆◆◆◆◆◆
Little People Bowling Alley — Spatial relationships and addition practice — 70 ◆◆◆◆◆◆◆
Little People Farm Creativity Kit — Seasons, farms, farm words, cutout products — 81 ◆◆◆◆◆◆◆◆
Marvin the Moose Volume 1 — Reading comprehension and social skills — 64 ◆◆◆◆◆◆
Marvin the Moose Volume 2 — Reading comprehension and social skills — 64 ◆◆◆◆◆◆
Math Blaster Plus — Basic math facts practice — 85 ◆◆◆◆◆◆◆◆◆
McGee at the Fun Fair — Exploring, talking about actions — 83 ◆◆◆◆◆◆◆◆◆
Ollie and Seymour — Pedestrian safety, readiness skills — 77 ◆◆◆◆◆◆◆
Peanuts Maze Marathon — Problem solving (mazes) — 46 ◆◆◆◆
Picture Parade — Ordering of events — 63 ◆◆◆◆◆◆
Playroom, The — Clock practice and exploration — 91 ◆◆◆◆◆◆◆◆◆◆
Podd — Fun with verbs, sequences — 75 ◆◆◆◆◆◆◆
Professor Al's Sequencing Lab — Sequencing pictures and sentences — 64 ◆◆◆◆◆◆
Rabbit Scanner, The — Eye tracking, matching — 67 ◆◆◆◆◆◆
Readiness Fun — Cause and effect, scanning — 70 ◆◆◆◆◆◆◆
Reading I — Letters, letter sounds, and words — 79 ◆◆◆◆◆◆◆
Run Rabbit Run — Scanning, directionality, and attention — 70 ◆◆◆◆◆◆◆
Scanning Fun — Visual scanning — 72 ◆◆◆◆◆◆◆
School Bus Driver — Coordination, judgment, and recall of details — 73 ◆◆◆◆◆◆◆
School Mom — Basic skills practice — 54 ◆◆◆◆◆
Sesame Street Letter-Go-Round — Letter matching — 56 ◆◆◆◆◆
Simple Cause and Effect — Cause and effect — 73 ◆◆◆◆◆◆◆
Snoopy's Game Club — Problem solving and observation skills — 79 ◆◆◆◆◆◆◆
Stickybear Town Builder — Map skills — 80 ◆◆◆◆◆◆◆◆
Stop, Look, and Listen! — Matching, upper/lower-case letters, numbers, and clocks — 64 ◆◆◆◆◆◆
Storybook Weaver — Writing, illustrating, and printing storybooks — 89 ◆◆◆◆◆◆◆◆
Talking Alpha Chimp — Letter recognition, counting — 84 ◆◆◆◆◆◆◆◆
Talking Classroom — A variety of school-related subjects — 75 ◆◆◆◆◆◆◆
Talking Clock — Clock reading skills — 65 ◆◆◆◆◆◆
Telling Time — Clock practice — 34 ◆◆◆
Time & Money Adventures of Lollipop Dragon — Practice with units of time and money — 61 ◆◆◆◆◆◆
Time Master — Clock practice — 25 ◆◆
Tommy the Time Turtle — Reading conventional clocks — 38 ◆◆◆
Toybox — Exploration of the computer — 56 ◆◆◆◆◆
Treehouse, The — Sequencing, clocks, and calendars — 92 ◆◆◆◆◆◆◆◆◆

Wheels on the Bus — Cause and effect 75 ◆◆◆◆◆◆◆
Woolly Bounce — Force and motion 83 ◆◆◆◆◆◆◆◆
Working With Days and Months — Order of the days and months 63 ◆◆◆◆◆◆
Working With Time — Matching clock faces 63 ◆◆◆◆◆◆

WORD PROCESSING

Title — Description **Final Rating**

Bank Street Writer III, The — Word processing 71 ◆◆◆◆◆◆◆
Cotton Tales — Word processing 78 ◆◆◆◆◆◆◆
Dr. Peet's Talk/Writer — Language exploration and skills 79 ◆◆◆◆◆◆◆
ESL Writer — Word processing 79 ◆◆◆◆◆◆◆
FirstWriter — Creative writing 76 ◆◆◆◆◆◆◆
Jr. Typer — Touch typing 41 ◆◆◆◆
Keytalk — A beginning literacy activity 76 ◆◆◆◆◆◆◆
Kid Works — Creative writing, drawing, creating 90 ◆◆◆◆◆◆◆◆◆
Kid's Stuff — Counting skills, letter recognition 76 ◆◆◆◆◆◆◆
Kidsword — Large-type word processing 55 ◆◆◆◆◆
Kidwriter — Creating computer storybooks 73 ◆◆◆◆◆◆◆
Language Experience Recorder Plus — Word processing 55 ◆◆◆◆◆
Magic Slate — Word processing 81 ◆◆◆◆◆◆◆◆
Make-A-Book — Creation of books 67 ◆◆◆◆◆◆
Mount Murdoch — Adventure game and word processor 45 ◆◆◆◆
Muppet Slate — Language experiences 88 ◆◆◆◆◆◆◆◆
Muppet Word Book — Letters and words 82 ◆◆◆◆◆◆◆◆
Muppetville — Classifying, memory skills 87 ◆◆◆◆◆◆◆◆
My Words — Language experience 78 ◆◆◆◆◆◆◆
Playwrite — Writing scripts 82 ◆◆◆◆◆◆◆◆
Primary Editor Plus — Word processing, drawing 74 ◆◆◆◆◆◆◆
Read, Write, & Publish 1 — Word processing and story illustrating 81 ◆◆◆◆◆◆◆◆
Rosie the Counting Rabbit — Language experience 89 ◆◆◆◆◆◆◆◆
Sesame Street Print Kit — Creating printed materials 46 ◆◆◆◆
Talking Textwriter — Exploration of written language 75 ◆◆◆◆◆◆◆
Word Processing for Kids — Word processing 78 ◆◆◆◆◆◆◆

APPENDIX 4
SOFTWARE LISTING BY COMPUTER BRAND

APPLE (371 titles)

Title — Computer (* = version reviewed)

1-2-3 Sequence Me — Apple*, Mac
A-Maze-ing Mouse — Apple
ABC's — Apple* (128K), IBM, C64
ABC-123 Activities for Learning — Apple*, C64
Action/Music — Apple
Adventures of Dobot, The — Apple*, IBM, C64
Adventures of Jimmy Jumper, The — Apple
Alice in Wonderland — Apple
Alphabet Academy, The — Apple
Alphabet Arcade, The — Apple
Alphabet Circus — Apple*, IBM, C64
Alphabet Express — Apple*, C64, TRS 80
Alphabet Fun: Big and Little Letters — Apple
Alphabet Fun: Learning the Alphabet — Apple
Alphabet Recognition — Apple
Alphabet Sounds — Apple
Alphabet Zoo — Apple*, IBM
Alphabetization & Letter Recognition — Apple
Alphabetizing — Apple
Alphaget — Apple
Animal Alphabet and Other Things — Apple
Animal Hotel — Apple*, IBM, C64
Animal Photo Fun — Apple
Arithmetic Critters — Apple (64K)
Astro's ABCs — Apple
Bake & Taste — Apple, IBM* (VGA)
Balancing Bear — Apple*, IBM
Bald-Headed Chicken, The — Apple (128K)
Bank Street Writer III, The — Apple*, IBM
Big and Small — Apple
Big Book Maker — Apple
Big Red Hat, The — Apple
Big Text Machine — Apple
Bike Hike — Apple*, IBM, C64
Bird's Eye View — Apple*, IBM
Boars Tell Time, The — Apple*, Mac
Body Awareness — Apple
Bozons' Quest — Apple
Brand New View, A — Apple (128K)
Bremen Town Musicians — Apple
Build-A-Scene — Apple
Bumble Games — Apple
Cat 'n Mouse — Apple*, IBM
Charlie Brown's 1-2-3's — Apple
Charlie Brown's ABC's — Apple*, IIGS, IBM
Children's Switch Progressions — Apple*, IBM
Children's Writing & Publishing Center — Apple*, IBM
City Country Opposites — Apple
Clue in on Phonics — Apple, C64, TRS III/4
Color Find — Apple
Color Me — Apple*, IBM, C64
Colors and Shapes — Apple
Comparison Kitchen — Apple*, IBM
Computergarten — Apple*, C64
Concentrate! — Apple
Conservation and Counting — Apple
Consonant Capers — Apple (Echo or Ufonic synthesizer)
Costume Ball, The — Apple*, IBM
Cotton Tales — Apple*, IBM, Mac
Cotton's First Files — Apple
Counters — Apple
Counting and Ordering — Apple
Counting Critters 1.0 — Apple (64K)

Country Combo — Apple
Creature Chorus — Apple
Creature Creator — Apple*, IBM
Curious George Goes Shopping — Apple (2-sided disk)
Curious George in Outer Space — Apple
Curious George Visits the Library — Apple*, IBM
Designasaurus — Apple*, Amiga, IBM, C64
Developing Language Skills — Apple
Dino Speller — Apple
Dinosaur Days Plus — Apple*, IBM
Dinosaurs — Apple*, IBM, C64
Dinosaurs Are Forever — Apple* (128K), IBM, C64
Diskovery Adding Machine — Apple
Diskovery Take Away Zoo — Apple
Donald's Alphabet Chase — Apple*, IBM, C64
Dr. Peet's Talk/Writer — Apple
Dr. Seuss Fix-Up the Mix-up Puzzler — Apple, C64*
Early & Advanced Switch Games — Apple
Early Concepts Skillbuilder Series — Apple
Early Elementary I — Apple*, Atari, IBM
Early Elementary II — Apple
Early Games — Apple*, IBM (CGA), Mac
Early Skills — Apple
Easy as ABC — Apple*, Mac, IBM (CGA)
Easy Street — Apple*, IBM, Mac, IIGS
Edmark LessonMaker — Apple
Electric Company: Bagasaurus — Apple (128K)*, IBM, C64
Electric Company: Picture Place — Apple* (128K), IBM, C64
Electric Company: Roll-A-Word — Apple (128K)*, IBM, C64
Emerging Literacy Program — Apple*, IBM, Mac LC
ESL Writer — Apple
Estimation — Apple
Exploratory Play — Apple (64K)
Extrateletactograph, The — IBM, Apple II+ or IIe* (not IIc)
Facemaker Golden Edition — Apple*, IBM (CGA, 3.5")
Firehouse Rescue — Apple, IBM*, C64
First "R": Kindergarten, The — Apple
First Letter Fun — Apple (64K)
First Verbs — IIGS, Apple*, IBM
FirstWriter — Apple
Fish Dish, The — Apple
Fish Scales — Apple
Flodd, the Bad Guy — Apple*, IIGS, IBM, Mac
Fun From A to Z — Apple (64K)
Fun on the Farm — Apple* (128K), IBM, C64
Fun With Colors — Apple
Fun With Directions — Apple
Garden, The — IBM, Apple*
Gertrude's Secrets — Apple*, IBM*, C64 ($29.95)
Getting Ready to Read and Add — Apple, IBM*
Grandma's House — Apple
Great Gonzo in WordRider, The — Apple
Great Leap, A — Apple (128K)
Hey Diddle — Apple
Hobo's Luck — Apple*, C64
Hodge Podge — Apple*, C64, IBM, Atari
Holidays & Seasons — Apple* (128K), IBM, C64
Home Row — Apple
Hop To It! — Apple
Human Being Machine, The — Apple
I Can Count — Apple
I Can Remember — Apple, IBM*, C64
I Love You in the Sky, Butterfly — Apple*, IBM (3.5" or 5.25")
IEP Generator Version 5.0 — Apple*, IBM
Inside Outside Opposites — Apple
Inside Outside Shapes — Apple
Introduction to Counting — Apple*, IBM, Atari
Jack and the Beanstalk — Apple
Jack and the Beanstalk — Apple*, IBM, Mac, IIGS
Jen the Hen — Apple
Joystick Trainer — Apple
Jr. Typer — Apple*, TRS 80
Just Around the Block — Apple (128K)
Key Words: First Keyboarding Skills — Apple
Keytalk — Apple* (64K), IBM
Kid's Stuff — IBM*, Apple, Atari ST
Kids on Keys — Apple*, IBM (CGA, 3.5")
Kidsword — Apple*, C64
Kidwriter — Apple*, IBM (CGA, 3.5")
Kinder Critters — Apple
Kinder Koncepts MATH — Apple
Kinder Koncepts Reading — Apple
Kindercomp — Apple, IBM*
Kindercomp Golden Edition — Apple*, IBM (CGA, 3.5")
Kindermath II — Apple (64K)
Knowing Directions — Apple
Knowing Numbers — Apple
Koala Pad Graphics Exhibitor — Apple IIe*, IBM
Language Experience Recorder Plus — Apple
Learn About: Animals — Apple (128K, 3.5" or 5.25")
Learn About: Plants — Apple (128K, 3.5" or 5.25")
Learn the Alphabet — Apple*, IBM (CGA, 3.5")
Learn to Add — Apple*, IBM (CGA, 3.5")
Learning About Numbers — Apple

Learning Directions — Apple
Learning Letters — Apple
Learning Numbers — Apple
Learning Shapes — Apple
Learning Sight Words — Apple
Learning the Alphabet — Apple
Letter Games — Apple
Letter Recognition — Apple
Letters and First Words — Apple
Letters and Words — Apple*, IBM
Letters, Pictures & Words — Apple
Lion's Workshop — Apple*, C64
Little People Bowling Alley — Apple, IBM*, C64
Looney Tunes Print Kit — Apple*, IBM, C64, Atari
Magic Crayon — Apple
Magic Slate — Apple
Magic String, The — Apple
Mask Parade — Apple*, IBM (CGA, 3.5")
Math and Me — Apple* (128K), IBM, IIGS ($49.95)
Math Magic — Apple*, IBM
Math Maze — Apple*, IBM, Atari ($19.95), C64
Math Rabbit — Apple*, IBM
Math Sequences — Apple
Mathematics Level A — Apple* (128K), IBM
Mathosaurus Level K — Apple
Measure Works — Apple (128K, 3.5" or 5.25")
Memory Building Blocks — Apple*, Mac, IBM
Mickey's Crossword Puzzle Maker — IBM, Apple*
Mickey's Magic Reader — Apple
Micro-LADS — Apple*, IBM
Microzine Jr. (Sept/Oct.'88) — Apple
Milk Bottles — Apple
Mixed-Up Mother Goose — Apple*, IBM*, Mac, IIGS, Atari ST
Money Works — Apple* (128K), IBM
Monkey Math — Apple*, C64, Atari
Monsters & Make-Believe — Apple (128K)
Moptown Parade — Apple*, IBM*, C64
Mount Murdoch — Apple*, IBM, C64
Muppet Slate — Apple
Muppet Word Book — Apple*, IBM
Muppets On Stage — Apple*, IBM, C64, Mac
Muppetville — Apple*, IBM
Music — Apple
My Grand Piano — Apple, IBM, C64*
My House: Language Activities of Daily Living — Apple* (Echo), IIGS, IBM
My Letters, Numbers, and Words — Apple, IBM*, Atari ST
My Words — Apple* (64K), Mac
Not Too Messy, Not Too Neat — Apple (128K)
Notable Phantom, The — Apple*, IBM, C64
Now You See It, Now You Don't — Apple
Number Farm — Apple*, C64, IBM
Number Sea Hunt — Apple*, TRS 80, C64
Numbers — Apple
Observation and Classification — Apple
Odd One Out — Apple*
Ollie and Seymour — Apple
Ollie Begins It — Apple
Ollie Compares It — Apple
Ollie Finds It! — Apple
Ollie Hears and Remembers — Apple
Ollie Hears and Sequences — Apple
Ollie Letters It — Apple
Ollie Matches It — Apple
Ollie Numbers It — Apple
Ollie Remembers It — Apple
Ollie Remembers Numbers! — Apple
Ollie Sequences It! — Apple
Once Upon a Time... — Apple (128K), IBM* (256K), Mac
One Banana More — Apple
Operation: MathMine — Apple
Paint With Words — Apple (64K)
Parquetry and Pictures — Apple
Path-Tactics — Apple*, IBM, C64
Patterns — Apple
Patterns and Sequences — Apple
Peanuts Maze Marathon — Apple*, IIGS, IBM
Peanuts Picture Puzzlers — Apple*, IIGS, IBM
Perception, Inc. — Apple
Perfect Fit — Apple, IBM*, C64
Peter's Growing Patterns — Apple
Phonics Prime Time: Initial Consonants — Apple
Picture Chompers — Apple
Picture Parade — Apple
Picture Perfect — Apple*, IBM
Pictures, Letters, and Sounds — Apple
Playroom, The — IBM, Mac* (color version available), Apple, IIGS
Podd — Apple*, IBM
Point to Pictures — Apple (Echo & TouchWindow)
Preschool IQ Builder I — Apple
Preschool IQ Builder II — Apple*
Princess and the Pea, The — Apple* (3.5" or 5.25"), Mac LC
Print Power — Apple (128K)
Print Shop, The — Apple*, Mac, IBM, C64, Atari, IIGS*
Professor Al's Sequencing Lab — Apple
Puss in Boot — Apple
Puzzle Master — Apple

Quarter Mile, The — Apple
Rabbit Scanner, The — Apple
Race the Clock — Apple*, IBM
Rainbow Painter — Apple
Read, Write, & Publish 1 — Apple* (128K), IBM
Read-a-Logo — Apple (network version available)
Reader Rabbit — Apple*, IBM, C64, Mac, IIGS ($59.95)
Readiness Fun — Apple
Reading and Me — Apple* (128K), IBM, IIGS ($49.95)
Reading Comprehension: Level 1 — Apple (64K)
Reading Fun: Beginning Consonants — Apple
Reading Fun: Final Consonants — Apple
Reading Fun: Vowel Sounds — Apple
Reading Helpers — Apple (64K)
Reading I — Apple
Reading Machine, The — Apple
Reading Starters — Apple (64K)
Representational Play — Apple (64K)
Robot Writer Plus — Apple*, IBM
Rosie the Counting Rabbit — Apple (128K)*
Rumpelstiltskin — Apple
Run Rabbit Run — Apple
Same and Different — Apple
Same or Different — Apple*, C64
Scanning Fun — Apple
School Bus Driver — IBM*, Apple, C64
Sentence Master Level 1 — Apple (Echo synthesizer required)
Sesame Street Astro-Grover — Apple, IBM, C64*
Sesame Street Big Bird's Special Delivery — C64*, IBM, Apple
Sesame Street Crayon: Letters for You — Apple* (128K), IBM, C64, Amiga
Sesame Street Crayon: Numbers Count — Apple* (128K), IBM, C64, Amiga
Sesame Street Crayon: Opposites Attract — Apple* (128K), IBM, C64, Amiga
Sesame Street Ernie's Magic Shapes — C64*, Atari, IBM, Apple
Sesame Street First Writer — Apple* (128K), IBM
Sesame Street Learning Library 1 — Apple*, IBM, Nintendo
Sesame Street Letter-Go-Round — Apple, C64*, IBM, Atari
Sesame Street Print Kit — Apple*, IBM, C64, Atari
Shape & Color Rodeo — Apple*, IBM, C64
Shape Starship — Apple*, C64, TRS 80
Shapes & Patterns — Apple
Shutterbug's Patterns — Apple*, C64
Shutterbug's Pictures — Apple*, C64
Sight Word Spelling — Apple
Silly Letters & Numbers — Apple
Simon Says — Apple*, IBM
Simple Addition — Apple
Simple Cause and Effect — Apple
Size and Logic — Apple
Sleepy Brown Cow, The — Apple (128K)
SocPix — Apple
Sound Ideas: Consonants — Apple (64K)
Sound Ideas: Vowels — Apple (64K)
Sound Ideas: Word Attack — Apple (64K)
Spell-A-Word — Apple
Spellicopter — Apple*, IBM, C64 ($29.95)
Spelling and Reading Primer — Apple*, IBM, C64
Spelling Bee, The — Apple
Stepping Stones Level II — Apple*, IBM, Mac
Stickers — Apple, IBM* (CGA)
Stickybear ABC — Apple*, Atari, C64
Stickybear Math — Apple*, IBM, C64
Stickybear Numbers — Apple*, IBM, C64
Stickybear Opposites — Apple*, Atari, C64
Stickybear Printer — Apple
Stickybear Reading — Apple*, IBM, C64
Stickybear Shapes — Apple*, Atari, C64, IBM
Stickybear Town Builder — Apple*, C64
Stickybear Typing — Apple*, IBM, C64
Stone Soup — Apple*, IBM (3.5" or 5.25"), Mac LC
Surrounding Patterns — Apple*, C64
Talk About a Walk — Apple
Talking Nouns I — Apple* (128K), IIGS, IBM
Talking Nouns II — Apple* (128K), IIGS, IBM
Talking Textwriter — Apple* (128K), IIGS, IBM
Talking Verbs — Apple* (128K), IBM
Ted Bear Games — Apple*, C64, Atari, Mac
Teddy and Iggy — Apple*, IBM
Teddy Bear-rels of Fun — Apple*, C64
Teddy Bears Counting Fun — Apple
Teddy's Playground — Apple
Telling Time — Apple*, C64, TRS 80, IBM, Atari, PET
This Land Is Your Land — Apple* (128K), IBM, C64
Three Little Pigs, The — Apple*, Mac LC
Tiger's Tales — Apple
Time Master — Apple
Time & Money Adventures of Lollipop Dragon — Apple, IBM*
Tommy the Time Turtle — IBM*, Apple
Tonk in the Land of Buddy-Bots — Apple*, C64, IBM
Touch & Write — Apple
Touch and Match — Apple
Touch and See — Apple
Toybox — Apple (128K), IBM, C64*
Treehouse, The — IBM*, Apple, Mac (VGA, hard disk, sound card)

Tuk Goes to Town — Apple
Vocabulary Skillbuilder Series — Apple
Webster's Numbers — Apple*, C64
What Makes a Dinosaur Sore? — Apple (3.5" or 5.25" disk)
What's in a Frame? — Apple*, IBM
What's Next — Apple*, C64
Wheels on the Bus — Apple
Where Did My Toothbrush Go? — Apple (128K)
Which Number Is Missing? — Apple*, IBM, C64
Whole Neighborhood, The — Apple*, IBM
Winker's World of Numbers — Apple
Winker's World of Patterns — Apple
Woolly Bounce — Apple
Woolly's Garden — Apple
Word Factory — Apple
Word Munchers — Apple*, IBM, Mac
Words — Apple
Words & Concepts — Apple*, IBM
Words & Concepts II — Apple*, IBM
Words & Concepts III — Apple*, IBM
Working With Days and Months — Apple
Working With Numbers — Apple
Working With the Alphabet — Apple
Working With Time — Apple
Write On: Primary Level — Apple*, IBM, Mac

IBM (234 titles)

Title — Computer (* = version reviewed)

ABC's — Apple* (128K), IBM, C64
Adventures of Dobot, The — Apple*, IBM, C64
Alphabet Circus — Apple*, IBM, C64
Alphabet Zoo — Apple*, IBM
Amy's First Primer 2.2 — IBM
Animal Hotel — Apple*, IBM, C64
Animated Alphabet — IBM (VGA)
Animated Math — IBM (hard disk and EGA)
Animated Memory — IBM (VGA and hard drive)
Animated Shapes — IBM (VGA and hard drive)
Bake & Taste — Apple, IBM* (VGA)
Balancing Bear — Apple*, IBM
Bank Street Writer III, The — Apple*, IBM
Barbie Design Studio — IBM
Berenstain Bears Fun With Colors, The — IBM (VGA, hard disk)
Berenstain Bears Junior Jigsaw, The — IBM
Berenstain Bears Learn About Counting, The — IBM (VGA, CGA)
Berenstain Bears Learn About Letters, The — IBM* (CGA, VGA, 2.6MB of hard disk required)
Bike Hike — Apple*, IBM, C64
Bird's Eye View — Apple*, IBM
Bouncy Bee Learns Letters 1.0 — IBM
Bouncy Bee Learns Words 1.0 — IBM
Brandon's Bigbox — IBM (CGA)
Cat 'n Mouse — Apple*, IBM
Caveman Clockwork — IBM (VGA)
Charlie Brown's ABC's — Apple*, IIGS, IBM
Children's Switch Progressions — Apple*, IBM
Children's Writing & Publishing Center — Apple*, IBM
Chip 'n Dale — IBM (CGA or EGA)
Chutes and Ladders — IBM
Color Me — Apple*, IBM, C64
Comparison Kitchen — Apple*, IBM
Costume Ball, The — Apple*, IBM
Cotton Tales — Apple*, IBM, Mac
Creature Creator — Apple*, IBM
Curious George Visits the Library — Apple*, IBM
Daffy Duck, P.I. — IBM (CGA or VGA)
Delta Drawing Today — IBM
Designasaurus — Apple*, Amiga, IBM, C64
Dinosaur Days Plus — Apple*, IBM
Dinosaurs — Apple*, IBM, C64
Dinosaurs Are Forever — Apple* (128K), IBM, C64
Donald's Alphabet Chase — Apple*, IBM, C64
Early Elementary I — Apple*, Atari, IBM
Early Games — Apple*, IBM, Mac
Early-On — IBM
Easy as ABC — Apple*, Mac, IBM (CGA)
Easy Street — Apple*, IBM, Mac, IIGS
Electric Company: Bagasaurus — Apple (128K)*, IBM, C64
Electric Company: Picture Place — Apple* (128K), IBM, C64
Electric Company: Roll-A-Word — Apple (128K)*, IBM, C64
Electronic Builder — IBM
Electronic Easel — IBM
Emerging Literacy Program — Apple*, IBM, Mac LC
Exploring Measurement, Time, & Money — IBM (3.5")
Extrateletactograph, The — IBM, Apple II+ or IIe* (not IIc)
Facemaker Golden Edition — Apple*, IBM (3.5" disk)

Fairy Tale Factory — IBM
Farm, The — IBM
Firehouse Rescue — Apple, IBM*, C64
First Verbs — IIGS, Apple*, IBM
Flodd, the Bad Guy — Apple*, IIGS, IBM, Mac
Fun Flyer — IBM (5.25" disk, CGA)
Fun on the Farm — Apple* (128K), IBM, C64
Fun With Drawing — IBM
Fun With Letters and Words — IBM
Fun With Memory — IBM
Fun With Numbers — IBM (VGA or CGA)
Garden, The — Apple*, IBM
Gertrude's Secrets — Apple*, IBM*, C64 ($29.95)
Getting Ready to Read and Add — Apple, IBM*
Goofy's Railway Express — IBM*, C64
Hodge Podge — Apple*, C64, IBM, Atari
Holidays & Seasons — Apple* (128K), IBM, C64
I Can Count the Petals of a Flower — IBM
I Can Remember — Apple, IBM*, C64
I Love You in the Sky, Butterfly — Apple*, IBM (3.5" or 5.25")
IEP Generator Version 5.0 — Apple*, IBM
Integrated Learning System — IIGS, IBM*, Mac
Introduction to Counting — Apple*, IBM, Atari
Jack and the Beanstalk — Apple*, IBM, Mac, IIGS
JPuzzle 1.1 — IBM (Windows)
Jungle Safari — IIGS* (1 MB), IBM (with Covox)
Katie's Farm — IIGS*, Mac, IBM (VGA or CGA), Mac II, Amiga
Keytalk — Apple* (64K), IBM
Kid Desk — Mac*, IBM
Kid Works — IBM (640K, VGA, printer, mouse, hard disk)
Kid's Stuff — IBM*, Apple, Atari ST
KidPix — Mac* (color or B&W), IBM (VGA and hard disk)
Kids on Keys — Apple*, IBM (CGA, 3.5")
KidsTime — Mac*, IIGS, IBM
KidWare 2 Learning Center — IBM
Kidwriter — Apple*, IBM (CGA, 3.5")
Kindercomp — Apple, IBM*
Kindercomp Golden Edition — Apple*, IBM (3.5")
Koala Pad Graphics Exhibitor — Apple IIe*, IBM
Learn the Alphabet — Apple*, IBM (CGA, 3.5")
Learn to Add — Apple*, IBM (CGA, 3.5")
Letters and Words — Apple*, IBM
Lexia I, II, III — IBM (digispeech)
Little People Bowling Alley — Apple, IBM*, C64
Little People Farm Creativity Kit — IBM
Little People Main Street Creativity Kit — IBM
Looney Tunes Print Kit — Apple*, IBM, C64, Atari
Make-A-Book — IBM
Mario Teaches Typing — IBM (Sound card, 2.3 MB)
Marvin the Moose Volume 1 — IBM (Sound card, mouse)
Marvin the Moose Volume 2 — IBM (Sound card, mouse)
Mask Parade — Apple*, IBM (CGA, 3.5")
Match Maker (Beginning) — IBM
Math and Me — Apple* (128K), IBM, IIGS ($49.95)
Math Blaster Plus — Mac* 1 MB (2MB for color), IBM (CGA and VGA)
Math Concepts Level P — IBM
Math Magic — Apple*, IBM
Math Maze — Apple*, IBM, Atari ($19.95), C64
Math Rabbit — Apple*, IBM
Mathematics Level A — Apple* (128K), IBM
McGee — IIGS (3.5"), IBM (VGA or CGA), Mac, Amiga
McGee at the Fun Fair — IIGS*, Mac, IBM (VGA or CGA), Mac II, Amiga
Memory Building Blocks — Apple*, Mac, IBM
Memory Lane 2.0 — IBM* (VGA or CGA), Atari ST
MetroGnomes' Music — IBM (A, S)
Mickey & Minnie's Fun Time Print Kit — IBM (CGA, VGA)
Mickey's 123's — IBM
Mickey's ABC's — IBM
Mickey's Colors & Shapes — IBM (VGA, Sound Source recommended)
Mickey's Crossword Puzzle Maker — IBM, Apple*
Mickey's Jigsaw Puzzles — IBM (VGA)
Mickey's Runaway Zoo: Fun With Numbers — IBM*, C64
Micro-LADS — Apple*, IBM
Millie's Math House — Mac* (4.3MB, Hard disk), IBM
Milliken Storyteller, The — IIGS*, Mac, IBM (requires Covox for speech)
Mixed-Up Mother Goose — Apple*, IBM*, Mac, IIGS, Atari ST
Money Works — Apple* (128K), IBM
Moptown Parade — Apple*, IBM*, C64
Mosaic Magic — IBM (CGA, VGA), Mac
Mount Murdoch — Apple*, IBM, C64
Muppet Word Book — Apple*, IBM
Muppets On Stage — Apple*, IBM, C64, Mac
Muppetville — Apple*, IBM
Mural Maker — IBM
Music Maker — IBM
My Grand Piano — C64*, Apple, IBM
My House: Language Activities of Daily Living — Apple* (Echo synthesizer required), IIGS, IBM
My Letters, Numbers, and Words — IBM*, Apple, Atari ST
My Puzzles and Alphabet — IBM
New Talking Stickybear Alphabet, The — IIGS (512K, 3.5"), IBM with Echo or Covox

New Talking Stickybear Shapes, The — IIGS (3.5"), IBM with Covox or Echo
Notable Phantom, The — Apple*, IBM, C64
Number Farm — Apple*, C64, IBM
Once Upon a Time... — IBM* (256K), Apple (128K), Mac
Path-Tactics — Apple*, IBM, C64
Peanuts Maze Marathon — Apple*, IIGS, IBM
Peanuts Picture Puzzlers — Apple*, IIGS, IBM
Perfect Fit — Apple, IBM*, C64
Phonics Plus — IBM
Picture Perfect — Apple*, IBM
Playroom, The — Apple, IBM, Mac*, IIGS
Podd — Apple*, IBM
Primary Editor Plus — IBM PS/2
Print Shop, The — Apple*, Mac, IBM, C64, Atari, IIGS*
Race the Clock — Apple*, IBM
Read, Write, & Publish 1 — Apple* (128K), IBM
Reader Rabbit — Apple*, IBM, C64, Mac, IIGS ($59.95)
Reader Rabbit's Ready for Letters — IBM (Sound card)
Reading Adventures in Oz — IBM (Sound card, Hard disk, 6 MB)
Reading and Me — Apple* (128K), IBM, IIGS ($49.95)
Robot Writer Plus — Apple*, IBM
School Bus Driver — IBM*, Apple, C64
School Mom — IBM (CGA)
Sesame Street Astro-Grover — Apple, IBM, C64*
Sesame Street Big Bird's Special Delivery — C64*, IBM, Apple
Sesame Street Crayon: Letters for You — Apple* (128K), IBM, C64, Amiga
Sesame Street Crayon: Numbers Count — Apple* (128K), IBM, C64, Amiga
Sesame Street Crayon: Opposites Attract — Apple* (128K), IBM, C64, Amiga
Sesame Street Ernie's Big Splash — C64*, IBM
Sesame Street Ernie's Magic Shapes — C64*, Atari, IBM, Apple
Sesame Street First Writer — Apple* (128K), IBM
Sesame Street Grover's Animal Adventures — C64*, IBM
Sesame Street Learning Library 1 — Apple*, IBM, Nintendo
Sesame Street Learning Library 2 — IBM*, Nintendo
Sesame Street Letter-Go-Round — C64*, IBM, Atari, Apple
Sesame Street Pals Around Town — C64*, IBM
Sesame Street Print Kit — Apple*, IBM, C64, Atari
Shape & Color Rodeo — Apple*, IBM, C64
Simon Says — Apple*, IBM
Snapdragon — Mac, IBM*
Snoopy's Game Club — IBM (Sound card)
Spellicopter — Apple*, IBM, C64 ($29.95)
Spelling and Reading Primer — Apple*, IBM, C64
Stars & Planets — IIGS*, IBM (3.5" or 5.25")
Stepping Stones Level I — Apple, IBM*, Mac
Stepping Stones Level II — Apple*, IBM, Mac
Stickers — Apple, IBM* (CGA)
Stickybear Math — Apple*, IBM, C64
Stickybear Numbers — Apple*, IBM, C64
Stickybear Reading — Apple*, IBM, C64
Stickybear Shapes — Apple*, Atari, C64, IBM
Stickybear Typing — Apple*, IBM, C64
Stone Soup — Apple*, IBM (3.5" or 5.25"), Mac LC
Stop, Look, and Listen! — IBM (Ani-Vox I/O Board, Microphone, Headset)
Storybook Weaver — IBM* (Sound card), Mac
Talking Alpha Chimp — IIGS*, IBM (3.5")
Talking Classroom — IIGS (1 MB), IBM (Covox)
Talking Clock — IIGS (512K, 3.5"), IBM
Talking Nouns I — Apple* (128K), IIGS, IBM
Talking Nouns II — Apple (128K)*, IIGS, IBM
Talking School Bus — IIGS*, IBM
Talking Textwriter — Apple* (128K), IIGS, IBM
Talking Verbs — Apple* (128K), IBM
Teddy and Iggy — Apple*, IBM
Telling Time — Apple*, C64, TRS 80, IBM, Atari, PET
This Land Is Your Land — Apple* (128K), IBM, C64
Time & Money Adventures of Lollipop Dragon — Apple, IBM*
Tommy the Time Turtle — IBM*, Apple
Tonk in the Land of Buddy-Bots — Apple*, C64, IBM
Toybox — C64*, Apple (128K), IBM
Treasure Mountain — IBM (CGA, VGA)
Treehouse, The — IBM* (VGA, Hard Disk, Sound card), Apple, Mac
What's in a Frame? — Apple*, IBM
Which Number Is Missing? — Apple*, IBM, C64
Whole Neighborhood, The — Apple*, IBM
Word Munchers — Apple*, IBM, Mac
Word Processing for Kids — IBM
Words & Concepts — Apple*, IBM
Words & Concepts II — Apple*, IBM
Words & Concepts III — Apple*, IBM
Write On: Primary Level — Apple*, IBM, Mac
Writing To Read 2.0 — IBM
Wunder Book — IBM (VGA)
Young Math — IBM*, Atari ST
Zug's Adventures on Eco-Island — Mac, IBM* (VGA, Hard disk, Sound card)
Zug's Dinosaur World — IBM (Hard disk, 3 MB, Sound card)
Zug's Race Through Space — IBM (Hard disk, 5 MB, Sound card)

C64 (91 titles)

Title — Computer (* = version reviewed)

ABC's — Apple* (128K), IBM, C64
ABC-123 Activities for Learning — Apple*, C64
Adventures of Dobot, The — Apple*, IBM, C64
Alphabet Circus — Apple*, IBM, C64
Alphabet Express — Apple*, C64, TRS 80
Animal Hotel — Apple*, IBM, C64
Bike Hike — Apple*, IBM, C64
Clue in on Phonics — Apple, C64, TRS III/4
Color Me — Apple*, IBM, C64
Computergarten — Apple*, C64
Designasaurus — Apple*, Amiga, IBM, C64
Dinosaurs — Apple*, IBM, C64
Dinosaurs Are Forever — Apple* (128K), IBM, C64
Donald's Alphabet Chase — Apple*, IBM, C64
Dr. Seuss Fix-Up the Mix-up Puzzler — Apple, C64*
Ducks Ahoy! — C64 (cartridge)
Electric Company: Bagasaurus — Apple (128K)*, IBM, C64
Electric Company: Picture Place — Apple* (128K), IBM, C64
Electric Company: Roll-A-Word — Apple (128K)*, IBM, C64
Firehouse Rescue — Apple, IBM*, C64
Fun on the Farm — Apple* (128K), IBM, C64
Gertrude's Secrets — Apple*, IBM*, C64 ($29.95)
Goofy's Railway Express — IBM*, C64
Hobo's Luck — Apple*, C64
Hodge Podge — Apple*, C64, IBM, Atari
Holidays & Seasons — Apple* (128K), IBM, C64
I Can Remember — Apple, IBM*, C64
Kermit's Electronic Storymaker — C64
Kidsword — Apple*, C64
Kindercomp — Apple, IBM*
Learn the Alphabet — Apple*, IBM, C64 (cartridge)
Lion's Workshop — Apple*, C64
Little People Bowling Alley — Apple, IBM*, C64
Looney Tunes Print Kit — Apple*, IBM, C64, Atari
Math Maze — Apple*, IBM, Atari ($19.95), C64
Mickey's Runaway Zoo: Fun With Numbers — IBM*, C64
Monkey Math — Apple*, C64, Atari
Moptown Parade — Apple*, IBM*, C64
Mount Murdoch — Apple*, IBM, C64
Muppets On Stage — Apple*, IBM, C64, Mac
My Grand Piano — C64*, Apple, IBM
Notable Phantom, The — Apple*, IBM, C64
Number Farm — Apple*, C64, IBM
Number Sea Hunt — Apple*, TRS 80, C64
Odd One Out — Apple*, C64
Path-Tactics — Apple*, IBM, C64
Perfect Fit — Apple, IBM*, C64
Print Shop, The — Apple*, Mac, IBM, C64, Atari, IIGS*
Reader Rabbit — Apple*, IBM, C64, Mac, IIGS ($59.95)
Reading I — Apple*, C64
Same or Different — Apple*, C64
School Bus Driver — IBM*, Apple, C64
Sesame Street Astro-Grover — Apple, IBM, C64*
Sesame Street Big Bird's Special Delivery — C64*, IBM, Apple
Sesame Street Crayon: Letters for You — Apple* (128K), IBM, C64, Amiga
Sesame Street Crayon: Numbers Count — Apple* (128K), IBM, C64, Amiga
Sesame Street Crayon: Opposites Attract — Apple* (128K), IBM, C64, Amiga
Sesame Street Ernie's Big Splash — C64*, IBM
Sesame Street Ernie's Magic Shapes — C64*, Atari, IBM, Apple
Sesame Street Grover's Animal Adventures — C64*, IBM
Sesame Street Letter-Go-Round — C64*, IBM, Atari, Apple
Sesame Street Pals Around Town — C64*, IBM
Sesame Street Print Kit — Apple*, IBM, C64, Atari
Shape & Color Rodeo — Apple*, IBM, C64
Shape Starship — Apple*, C64, TRS 80
Shutterbug's Patterns — Apple*, C64
Shutterbug's Pictures — Apple*, C64
Simon Says — Apple*, C64
Spellicopter — Apple*, IBM, C64 ($29.95)
Spelling and Reading Primer — Apple*, IBM, C64
Stickybear ABC — Apple*, Atari, C64
Stickybear Math — Apple*, IBM, C64
Stickybear Numbers — Apple*, IBM, C64
Stickybear Opposites — Apple*, Atari, C64
Stickybear Reading — Apple*, IBM, C64
Stickybear Shapes — Apple*, Atari, C64, IBM
Stickybear Town Builder — Apple*, C64
Stickybear Typing — Apple*, IBM, C64
Surrounding Patterns — Apple*, C64
Ted Bear Games — Apple*, C64, Atari, Mac
Teddy and Iggy — Apple*, C64
Teddy Bear-rels of Fun — Apple*, C64
Telling Time — Apple*, C64, TRS 80, IBM, Atari, PET
This Land Is Your Land — Apple* (128K), IBM, C64
Tiger's Tales — Apple*, C64
Tonk in the Land of Buddy-Bots — Apple*, C64, IBM

Toybox — Apple (128K), IBM, C64*
Webster's Numbers — Apple*, C64
What's Next — Apple*, C64
Which Number Is Missing? — Apple*, IBM, C64
Whole Neighborhood, The — Apple*, IBM

MACINTOSH (68 titles)

Title — Computer (* = version reviewed)

1-2-3 Sequence Me — Apple*, Mac
Alphabet for Everyone — Mac (Hypercard 1.2.2)
Boars Tell Time, The — Apple*, Mac
Clock Works — Mac (512K)
Coin Works — Mac (512K)
Cotton Tales — Apple*, IBM, Mac
Dr. Peet's PictureWriter — Mac
Dragon Tales — Mac (CD ROM fileserver required)
Early Games — Apple*, IBM (CGA), Mac
Easy as ABC — Apple*, Mac, IBM (CGA)
Easy Color Paint 3.0 — Mac
Easy Street — Apple*, IBM, Mac, IIGS
Emerging Literacy Program — Apple*, IBM, Mac LC
Flodd, the Bad Guy — Apple*, IIGS, IBM, Mac
Gingerbread Man, The — Mac (8.3 MB, Hypercard)
Grady Profile — Portfolio Based Assessment — Mac (Hard disk, 2MB, Hypercard)
Integrated Learning System — IIGS, IBM*, Mac
Jack and the Beanstalk — Apple*, IBM, Mac, IIGS
Just Grandma and Me — Mac (CD ROM)
Katie's Farm — IIGS*, Mac, IBM (VGA or CGA), Mac II, Amiga
Kid Desk — Mac*, IBM
Kid Works 2 — Mac (color, Hard disk)
KidPix — Mac* (color or B&W), IBM (VGA and hard drive)
KidPix Companion — Mac (Hard disk, Color)
KidsMath — Mac (512K)
KidsTime — Mac*, IIGS, IBM
Kieran — Mac
Let's Go To Hannah's House — Mac (hard disk, Hypercard)
Match-On-A-Mac — Mac
Math Blaster Plus — (for older 6-up) Mac* 1 MB (2MB for color), IBM (CGA and VGA)
McGee — IIGS (3.5"), IBM (VGA or CGA), Mac, Amiga
McGee at the Fun Fair — IIGS*, Mac, IBM (VGA or CGA), Mac II, Amiga
Memory Building Blocks — Apple*, Mac, IBM
Millie's Math House — Mac* (4.3MB, Hard disk), IBM
Milliken Storyteller, The — IIGS*, Mac, IBM (requires covox for speech)
Mixed-Up Mother Goose — Apple*, IBM*, Mac, IIGS, Atari ST
Mosaic Magic — IBM (CGA, VGA), Mac
Muppets On Stage — Apple*, IBM, C64, Mac
My Words — Apple* (64K), Mac
NumberMaze — Mac (512K)
Once Upon a Time... — IBM* (256K), Apple (128K), Mac
Pip — Mac (Hypercard stack)
Playroom, The — IBM, Mac*, Apple, IIGS
Preschool Pack — Mac (1 MB, hard disk recommended)
Princess and the Pea, The — Apple* (3.5" or 5.25"), Mac LC
Princess and the Pea: Explore-a-Story Plus — Mac (Color, Hard disk)
Print Shop, The — Apple*, Mac, IBM, C64, Atari, IIGS*
Reader Rabbit — Apple*, IBM, C64, Mac, IIGS ($59.95)
ReadingMaze — Mac
Rosie the Counting Rabbit — Apple (128K), Mac LC
Rosie the Counting Rabbit: Explore-a-Story Plus — Mac (Color, Hard disk)
Snapdragon — Mac, IBM*
Stepping Stones Level I — Apple, IBM*, Mac
Stepping Stones Level II — Apple*, IBM, Mac
Stickybear's Reading Program — Mac (5.9 MB)
Stone Soup — Apple*, IBM (3.5" or 5.25"), Mac LC
Stone Soup: Explore-a-Story Plus — Mac (Color, Hard disk)
Storybook Theatre — Mac
Storybook Weaver — IBM* (Sound card), Mac
SuperPrint for the Macintosh — Mac (2.9 MB)
Ted Bear Games — Apple*, C64, Atari, Mac
Three Little Pigs, The — Apple*, Mac LC
Three Little Pigs, The: Explore-a-Story Plus — Mac (Color, Hard disk)
Treehouse, The — IBM* (VGA, hard disk, speech device), Mac, Apple
Where's My Checkered Ball? — Mac
Word Munchers — Apple*, IBM, Mac
Write On: Primary Level — Apple*, IBM, Mac
Zug's Adventures on Eco-Island — Mac, IBM* (VGA, Hard disk, Sound card)

APPLE IIGS (49 titles)

Title — Computer (* = version reviewed)

Note: These titles are specially designed for the Apple IIGS. They will not run on Apple IIe or IIc computers. Software listed in this Appendix for the Apple IIe or IIc computers will generally run on Apple IIGS computers.

Base Ten Blocks — IIGS

Charlie Brown's ABC's — Apple*, IIGS, IBM

Color 'n' Canvas — IIGS (1 mb)

Easy Street — Apple*, IBM, Mac, IIGS

First Verbs — IIGS, Apple*, IBM

Flodd, the Bad Guy — Apple*, IIGS, IBM, Mac

Integrated Learning System — IIGS, IBM*, Mac

Jack and the Beanstalk — Apple*, IBM, Mac, IIGS

Jungle Safari — IIGS* (1 MB), IBM (with Covox)

Katie's Farm — IIGS*, Mac, IBM (VGA or CGA), Mac II, Amiga

KidsTime — Mac*, IIGS, IBM

Logic Blocks — IIGS

Math and Me — Apple* (128K), IBM, IIGS ($49.95)

McGee — IIGS (3.5"), IBM (VGA or CGA), Mac, Amiga

McGee at the Fun Fair — IIGS*, Mac, IBM (VGA or CGA), Mac II, Amiga

Milliken Storyteller, The — IIGS*, Mac, IBM (requires Covox for speech)

Mixed-Up Mother Goose — Apple*, IBM*, Mac, IIGS, Atari ST

My House: Language Activities of Daily Living — Apple* (Echo synthesizer required), IIGS, IBM

New Talking Stickybear Alphabet, The — IIGS (512K, 3.5"), IBM (with Echo or Covox)

New Talking Stickybear Opposites, The — IIGS

New Talking Stickybear Shapes, The — IIGS (3.5"), IBM (with Covox or Echo)

Peanuts Maze Marathon — Apple*, IIGS, IBM

Peanuts Picture Puzzlers — Apple*, IIGS, IBM

Playroom, The — IBM, Mac*, Apple, IIGS

Playwrite — IIGS (1 MB)

Print Shop, The — Apple*, Mac, IBM, C64, Atari, IIGS*

Reader Rabbit — Apple*, IBM, C64, Mac, IIGS ($59.95)

Reading and Me — Apple* (128K), IBM, IIGS ($49.95)

Stars & Planets — IIGS*, IBM (3.5" or 5.25")

Storybook Weaver — IIGS (note: two 3.5" disk drives required)

Super GS Award Maker — IIGS

Talking ABC's — IIGS (512K, 3.5")

Talking Alpha Chimp — IIGS*, IBM

Talking Animals Activity Set — IIGS

Talking Classroom — IIGS (1 MB), IBM (Covox)

Talking Clock — IIGS (512K, 3.5"), IBM

Talking Colors and Shapes — IIGS (3.5")

Talking Dinosaurs — IIGS (3.5")

Talking First Reader — IIGS (one 3.5" disk)

Talking First Words — IIGS

Talking First Writer — IIGS (3.5")

Talking Money — IIGS (3.5")

Talking Nouns I — Apple* (128K), IIGS, IBM

Talking Nouns II — Apple (128K)*, IIGS, IBM

Talking Numbers — IIGS (one 3.5" disk)

Talking Reading Railroad — IIGS (3.5")

Talking School Bus — IIGS*, IBM

Talking Speller — IIGS (3.5")

Talking Textwriter — Apple* (128K), IIGS, IBM

ATARI (24 titles)

Title — Computer (* = version reviewed)

CCC Instructional System — Atari (1040ST) and other customized hardware

Early Elementary — Apple*, Atari, IBM

Getting Ready to Read and Add — Apple, IBM*, Atari, C64*

Grandma's House — Apple*, C64, Atari

Hodge Podge — Apple*, C64, IBM, Atari

Introduction to Counting — Apple*, IBM, Atari

Kid's Stuff — IBM*, Apple, Atari ST

Looney Tunes Print Kit — Apple*, IBM, C64, Atari

Magic Melody Box — Atari

Math Maze — Apple*, IBM, Atari ($19.95), C64

Memory Lane 2.0 — IBM* (VGA or CGA), Atari ST

Mixed-Up Mother Goose — Apple*, IBM*, Mac, IIGS, Atari ST

Monkey Math — Apple*, C64, Atari

My Letters, Numbers, and Words — Apple, IBM*, Atari ST

Print Shop, The — Apple*, Mac, IBM, C64, Atari, IIGS*

Sesame Street Ernie's Magic Shapes — C64*, Atari, IBM, Apple

Sesame Street Letter-Go-Round — Apple, C64*, IBM, Atari

Sesame Street Print Kit — Apple*, IBM, C64, Atari

Stickybear ABC — Apple*, Atari, C64
Stickybear Opposites — Apple*, Atari, C64
Stickybear Shapes — Apple*, Atari, C64, IBM
Ted Bear Games — Apple*, C64, Atari, Mac
Telling Time — Apple*, C64, TRS 80, IBM, Atari, PET
Young Math — IBM*, Atari ST

AMIGA (10 titles)

Title — Computer (* = version reviewed)

Beginning Reading Skills — Amiga (512K)
Designasaurus — Apple*, Amiga, IBM, C64
Early Math — Amiga (512K)
Katie's Farm — IIGS*, Mac, IBM (VGA or CGA), Mac II, Amiga
Learning the Alphabet — Amiga (512K)
McGee — IIGS (3.5"), IBM (VGA or CGA), Mac, Amiga
McGee at the Fun Fair — IIGS*, Mac, IBM (VGA or CGA), Mac II, Amiga
Sesame Street Crayon: Letters for You — Apple* (128K), IBM, C64, Amiga
Sesame Street Crayon: Numbers Count — Apple* (128K), IBM, C64, Amiga
Sesame Street Crayon: Opposites Attract — Apple* (128K), IBM, C64, Amiga

APPENDIX 5
SOFTWARE NO LONGER AVAILABLE

Following are titles reviewed in previous editions that have been taken off the market or that we have been unable to locate. Each listing contains the title, the producer, and the *Buyer's Guide* edition in which it was reviewed.

Adventures in Space — Scandura Training Systems — *1989*

Alpha Teach — Aquarius People Materials — *1989*

Alphabet Blocks — Bright Star Technology — *1992*

Alphabet Song and Count — Edusoft — *1989*

Alphabots — D.C. Heath & Company — *1990*

Beginner Reader — Scandura Training Systems — *1989*

Beginning Counting — MicroEd, Inc. — *1989*

Best Electronic Word Book Ever! — Mindscape — *1991*

Build a Book About You — Mindscape, Inc. — *1990*

Castle Clobber — Mindscape, Inc. — *1989*

Come Play With Pockets — World Book, Inc. — *1991*

Counting — MECC — *1989*

Counting Critters — Mindscape, Inc. — *1990*

Counting Skills — Aquarius Instructional — *1991*

Critter Count — Aquarius People Materials — *1990*

Delta Drawing — Spinnaker — *1990*

Dinosaur Discovery Kit, The — First Byte, Inc. — *1992*

Dot-to-Dot Construction Set — Chariot Software — *1992*

Early Childhood Learning Program — Educational Activities, Inc. — *1992*

Early Learning Friends — Spinnaker — *1990*

Edmark Reading Program Level 1 — Edmark Corporation — *1992*

Exploring Your World: The Weather — Grolier Electronic Publishing — *1991*

EZ Logo — MECC — *1992*

Facemaker — Queue — *1992*

Fact Track — S.R.A. — *1992*

Fantastic Animals — Firebird Licensees, Inc. — *1989*

First Encounters — Educational Activities, Inc. — *1992*

First Letters and Words — First Byte, Inc. — *1992*

First Numbers: First Words — Educational Activities — *1990*

First Shapes — First Byte, Inc. — *1992*

First Steps to Reading — Grolier Electronic Publishing — *1991*

Flying Carpet, The — Merit Software — *1989*

Fruit Tree/Gumball — BeCi Software — *1989*

Grabbit Factory — D.C. Heath & Company — *1990*

Grownup and Small — Mindscape, Inc. — *1990*

Happy Birthday Pockets — World Book, Inc. — *1991*

Hey Diddle Diddle — Spinnaker — *1990*

How to Weigh an Elephant — Merit Software — *1989*

I Love My Alphabet — First Star Software — *1990*

It's No Game — Educational Activities, Inc. — *1992*

Juggle's Butterfly — IBM Educational Systems — *1992*

Juggle's Rainbow — The Learning Company — *1989*

Kids at Work — Scholastic Software Inc. — *1992*

KidTalk — First Byte, Inc. — *1992*

Language Arts — Aquarius Instructional — *1991*

Learning Line, The — D.C. Heath & Company — *1990*

Learning With Fuzzywomp — Sierra On-Line — *1989*

Learning With Leeper — Sierra On-Line — *1991*
Let's Go Fishing — Merit Software — *1989*
LOGO Power — Mindscape, Inc. — *1990*
Mad Match — Baudeville — *1992*
Make a Match — Springboard — *1990*
Many Ways to Say I Love You — Mindscape, Inc. — *1990*
Math Facts Level 1 — THESIS — *1989*
Maze-o — D.C. Heath & Company — *1990*
Memory Master — Stone & Associates — *1991*
Monsters & Make-Believe — Queue, Inc. — *1992*
Mr. & Mrs. Potato Head — Queue, Inc. — *1992*
Music Maestro — Springboard — *1990*
My ABC's — Paperback Software — *1992*
My Book — BeCi Software — *1989*
Number BeCi — BeCi Software — *1989*
Number Master — The Home School — *1991*
Ordering Sequencing — Aquarius Instructional — *1991*
Pattern Blocks 2.1 — Chariot Software — *1992*
Peter and the Wolf Music — Spinnaker — *1990*
Picture Dictionary — D.C. Heath & Company — *1989*
Play Together Learn Together — Grolier Electronic Publishing — *1991*
Pockets and Her New Sneakers — World Book, Inc. — *1991*
Pockets Goes on a Picnic — World Book, Inc. — *1991*
Pockets Goes on Vacation — World Book, Inc. — *1991*
Pockets Goes to the Carnival — World Book, Inc. — *1991*
Pockets Leads the Parade — World Book, Inc. — *1991*
Preschool Disk 1 — Nordic Software, Inc. — *1992*
Preschool Disk 2 — Nordic Software, Inc. — *1992*
Preschool Fun — THESIS — *1989*
Puzzle Storybook, The — First Byte, Inc. — *1992*
Rhyming to Read — Grolier Electronic Publishing — *1991*
Sesame Street: Big Bird's Funhouse — Hi Tech Expressions — *1990*
Shape Games — BeCi Software — *1989*
Sound Tracks — MECC — *1989*
Space Waste Race — Sunburst Communications — *1992*
Spaceship Lost — Educational Activities, Inc. — *1992*
Spatial Concepts — S.R.A. — *1992*
Spatial Relationships — Aquarius People Materials — *1990*
Stepping Stones Level I — Compu-Teach — *1992*
Story Machine — Spinnaker Software Corp. — *1989*
SuperPrint! — Scholastic Software, Inc. — *1992*
Sweet Shop — D.C. Heath & Company — *1990*
Talking Teacher — Firebird Licensees, Inc. — *1989*
Talking Tiles — Bright Star Technology — *1992*
Talking TouchWindow — Edmark Corporation — *1992*
Tink! Tonk! — Mindscape, Inc. — *1992*
Video Smarts — Connor Toy Corp. — *1991*
Where's My Checkered Ball — Intellimation — *1992*
Which Number is Missing? — MicroEd — *1991*

APPENDIX 6
GLOSSARY

Definitions are given here for *Survey* terms or computer terms that may be unfamiliar to the reader.

Apple IIe Card—A circuit board containing the components of an Apple IIe computer. Makes the Macintosh LC computer compatible with older versions of Apple II software. Costs $139.95.

BASIC—Acronym for Beginners All-purpose Symbolic Instruction Code. A language often used with microcomputers, using word-like commands rather than numerical codes. A relatively easy language to learn.

branching—The capacity of a program to adjust its level of challenge to match the child's performance, an important component of computer-managed instruction (CMI). For example, if the child performs a task poorly, the program automatically presents a simpler task.

button—A clearly distinguished spot on the screen that a user may click on with a mouse to activate a command. No typing is necessary.

CD-ROM (compact disk-read only memory)—A device that stores a vast amount of information (such as an encyclopedia series) on a compact disk. The user may scan the disk for pertinent information.

chip—A tiny silicon surface containing a computer circuit.

clicking—Pressing and releasing the mouse button.

computer literacy—Familiarity with the parts of a microcomputer and some measure of programming skill.

computer-managed instruction (CMI)—A capacity of a computer program that allows a teacher to set up individualized activities. This often includes the ability to sort, print, and automatically update performance records of children who use the program. See *branching*.

Concept Keyboard—A vinyl-covered keypad that can be customized for different types of computer applications. Two Concept Keyboards can be plugged into the same computer, enabling two children to work together on the same program. Useful for special education settings. Produced by Hach Associates, it costs $495.

Contact Keyboard—An adaptive keyboard device for the Apple IIGS computer. Offers ten large keys and snaps into place over the Apple IIGS keyboard. Designed for use in special education settings.

copy protection puzzle—A method used by some software producers to prevent illegal copying of their programs. Consists of a simple puzzle (e.g., "Find the third word on page 6 of the user's manual"), the answer to which is found in the original program documentation. May complicate programs operated by children.

Covox Speech Adapter—A computer attachment that permits computer output to be spoken. Plugs inside the computer. For use in special education settings.

Cricket speech synthesizer—An attachment for the Apple IIc computer. Plugs into the modem port of the computer. Equivalent to the Echo IIb speech synthesizer. Made by Street Electronics Corporation. Costs about $100. See Echo speech synthesizer.

cursor—A symbol, such as a dash or box, that marks on the screen where the next keystroke will occur.

disk—See *floppy disk*.

disk drive—The mechanism into which the disk or diskette is inserted. Makes the disk rotate as on a record player.

divergent—See *open-ended*.

DOS—An acronym for disk operating sytem, a program that controls a computer's basic functions, such as reading disks or creating files.

dragging—Placing the cursor on an on-screen object, clicking the mouse button, and moving the mouse. As you move the mouse, the object on the screen also moves.

drill and practice—A program design that provides repeated practice with specific skills or concepts. Frequently involves answer checking, performance feedback, or chances to review missed problems.

Echo speech synthesizer—A computer attachment that permits computer output to be spoken. Plugs inside the computer. Requires special software that takes advantage of speech capability. Costs about $140. Made by Street Electronics Corporation. See *Cricket speech synthesizer*.

embedded reinforcements—A program's pictures or sounds that relate to and work with the content, rather than being merely entertaining or attention-getting.

file server—The computer that contains all the programs used by computers in a *network*.

floppy disk—A vinyl disk, coated with magnetic material, on which computer programs can be recorded for storage. Also called *diskette*.

freeware—See *shareware*.

graphics—The pictorial part of a program presented on the screen. Often animated and in color.

hard disk—In a computer, a nonremovable device on which information (files) can be stored. Also called a fixed disk. Hard (or fixed) disk storage is similar to floppy disk storage but provides much greater storage capacity.

hardware—The physical equipment that makes up a computer system, such as the monitor, computer, keyboard, printer.

Hypercard—A software application for the Macintosh computer that allows user with a minimal knowledge of computer programming to create custom programs.

icon—A picture or symbol that stands for a word. Often used in menus to make a program usable by nonreaders.

Imagewriter—A printer designed for Apple computers. The Imagewriter II can print in color if it has a special ribbon.

joystick—A computer attachment. Moving the joystick handle up, down, left, or right makes an object or cursor move in corresponding directions on the screen. A button on the joystick may also be used to stop or start action or pick up an object.

K—An abbreviation for Kilo, or thousand, usually referring to a computer's memory size in bytes. A 64K computer, for example, has 64 thousand bytes of memory. A byte can be roughly translated as one alphabet character.

key experiences—The learning objectives of the High/Scope Curriculum. Approximately 50 guideposts for planning classroom activities and evaluating learning progress.

Kidz Mouse—A computer mouse designed for children's use. Shaped like a mouse (a real mouse, not the computer device), it can be programmed for right- or left-handed children. For IBM or compatibles, it costs $79.

Koala Pad—A book-sized, touch-sensitive pad that allows information to be entered into the computer by drawing with a stylus or finger on the pad. Mostly used for drawing.

Linkway—An authoring system for IBM computers.

light pen—A pen-shaped attachment sensitive to the light of the computer's TV display. Can be used to "draw" on the screen or to point to and select objects or areas on the screen.

load—To copy a program's instructions from a disk or tape into the computer's memory.

LOGO—A computer language that uses a combination of simple instructions and graphics. Commonly used to introduce programming procedures to children.

memory—An ability of a computer system to store information for later retrieval.

menu—A list of a computer program's choices displayed on the screen.

microcomputer—A desktop-sized computer with many of the capabilities of larger computers.

monitor—The video display device attached to most microcomputers. Like a television screen without a channel tuner.

mouse—A handheld computer attachment whose movement (left, right, up, or down) on a desk moves objects or a cursor in corresponding directions on the screen. A button on the mouse may also be used to stop or start an action or pick up an object.

Muppet Learning Keys—A separate keyboard that plugs into a joystick port. Contains numbers 0-9 in left-to-right order and letters in alphabetical order, plus eight color keys. It requires specially designed software. Produced by Sunburst Communications, it costs about $129 for Apple II, $199 for Mac.

network—A system that links computers together. Networked computers can share printers or other equipment.

open-ended—The quality of computer programs, such as word processing, programming, and drawing programs, that allows many different results to be produced.

paddles—A computer attachment with dials that can be turned to move an object or cursor on the screen. Similar in operation to knobs of an Etch-a-Sketch game.

password—A word or code that allows a child to use parts of a computer program or gives access to his or her stored files.

peripheral—An attachment to the computer, such as a keyboard, monitor, printer, mouse, or voice synthesizer.

PowerPad—A large (12" by 12") touch-sensitive graphics tablet that plugs into the Apple II, IIe, or IIGS computer (not the IIc). Often used with picture templates that can be laid over its surface, allowing children to press pictures to enter answers into the computer. (Similar pad produced by Dunamis, Inc., it costs about $200. Called *WonderWorker* produced by DIL International.)

program—An organized set of instructions, written in a computer language, that makes the computer perform a specified task. Programs are referred to as "software."

programming—The process of giving the computer instructions. Several programming activities exist for children, e.g., for drawing—"Delta Drawing" and "EZ Logo"; for programming the movements of a face or object— "Facemaker," "Creature Creator."

pull-down menu—A visual method of making on-screen selections. A mouse is used to move a pointer to an icon or word. Clicking the mouse then causes a related list of options to appear.

scan mode—A method of entering information into a computer by following a cursor that constantly moves among possible responses. When the cursor highlights a desired response, one key (such as the spacebar) must be pressed.

shareware—Software that you are encouraged to copy and give to others at no cost and on a noncommercial basis. A message is included in the program, with the address of the producer, asking for a contribution if the user finds the program of value. Also called *freeware*.

simulation—A program that models a real-life situation, such as the operation of a lemonade stand, the flying of an airplane, or the exploration of a volcano. Simulations are frequently designed to allow children to practice skills or concepts in a life-like situation.

single switch—A computer attachment. Has a single button or switch that can be used to enter responses into the computer. Commonly used in special education settings. Produced by Developmental Equipment, Inc.

Slotbuster II—A card for the Apple IIe that includes a modem, a clock/calendar, and a speech synthesizer that will say anything that can be printed. Costs around $230 and is available from RC Systems, Inc.

software—The information that controls the computer. This information is usually stored on an electromagnetic medium such as a disk or tape. See *program*.

spell checker program—A program that checks the spelling of word processor stories. Some include such features as a built-in thesaurus, a list of optional spellings, or the ability to add words to the dictionary.

Sound Source, The—A computer attachment for IBM-compatible computers that produces digitized music or speech. Produced by Walt Disney Computer Software, Inc., this attachment is designed especially for Disney software titles. It plugs into the printer port, requires a battery, and costs $34.95.

TouchWindow—A touch-sensitive transparent screen that fits over a computer monitor, allowing information to be entered into the computer by touching screen images with a finger or stylus. It requires specially designed software. Produced by Edmark Corporation, it costs about $240.

tutorial—A computer program, or part thereof, demonstrating a process or skill, such as matching objects one-to-one, with provisions for children to model or try the same process or skill on their own.

Unicorn Board, The—An expanded keyboard that works with the Apple IIe or Apple IIGS computer and an Adaptive Firmware Card. For more information, contact Unicorn Engineering, Inc. (800/899-6687).

WonderWorker—By DIL International. Similar in design to the PowerPad, but designed to work with DIL International software.

word-processing program—A program that enables a child to use the computer to write, as with a typewriter. Word-processing programs usually have additional features, such as ability to edit, save, and recall written material; ability to reformat written material; and ability to choose print style.

ABOUT THE AUTHOR

Warren Buckleitner has been an educational consultant and computer specialist at the High/Scope Educational Research Foundation in Ypsilanti, Michigan, since 1984. A national speaker and workshop leader, Mr. Buckleitner trains parents, teachers, and college educators in successful techniques for using computers with young children. Identifying an unmet need through his training and speaking engagements, Mr. Buckleitner first developed the *High/Scope Buyer's Guide to Children's Software* in 1984. This publication is now in its ninth edition.

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